

Teddy Lo - Artist Portfolio

220217



//Artist Statement//

My creative vision evolves around neo-transcendental art, the integration of spiritual ideas in the physical-scientific world. My work is inspired by current technologies and technological reality. It manifests in artistic expressions through light.

Artificial light is being developed and implemented in society at a rapid pace driven by economic rather than human-sustainable measures. We are only at the tip of the iceberg in our current discoveries of the potentials in artificial light to become part of our biological ecosystem. My art departs from research on light and the electro-magnetic spectrum. It evolves from computational graphics, engineering and programming to research in sculptural design, spectrum manipulation and interactivity. During the past decade I have examined how to display colliding data or various states of different particle simulations in 2D or 3D LED artworks, as data visualization and real-time interactive light art. I have illuminated space with different colour spectrums through refraction and reflection to provide unique experiences on physical, emotional, spiritual and mental levels, and combined ancient old chrome-therapy with new LED technology.

Having worked with light as a material of art for well over a decade and belonging to the third generation of a family involved with the invention, production and business of light (from the incandescent light bulb to LEDs), I am concerned with art's impact on light as well as industrial and societal implementation of light as sustainable and neo-transcendental material. My research and artistic practice depart from a combination of advancement in modern technologies and ancient philosophies on presence and human well-being.

I believe technology should be a tool for human beings to assist and excel our natural capabilities and evolution towards more sustainable modes of co-existence with the world. By means of technology, today we as a species are able to do much more, bigger, faster, and reach farther, and with more impact than ever before. We develop technology that extend our capabilities and progression, but not with our environmental co-existence in mind. The contemporary world's industries jeopardize our planet's resources and decrease our mental well-being, making us dependent on technology. The more evolved we become, we need to realize our responsibility as a planetary specie in this world and aim to create a sustainable living environment with love for nature and all living things. We have to unite mind, body and spirit and explore the extent of our collective, universal consciousness. It is urgent that we catch up with our spiritual depths and question means to be human along with technological innovations. We need to re-connect with nature's subtle voices through technology.



//Biography//

Teddy Lo was born and raised in Hong Kong with a family background on his father's side in technological manufacturing and his mother being an artist out of a family of farmers and hunters in the deep mountains of Taiwan. While growing up, Lo divided his time between big metropolitan cities and rural areas. He observed and was captivated by differences between basic human needs of technology. First introduced to the works of Claude Monet at a young age he developed a fondness for fine arts. Later, he had the opportunity to pursue his studies in the United States, enrolled at the Art Center College of Design in California to complete a BFA degree in art direction. He later took a fine art class and a visit to a lighting factory inspired him to explore LEDs as an artistic medium. After graduation, Lo moved to NYC where he developed his interest in conceptual and artistic depths of both advertising and contemporary arts and continued his artistic journey. He had his first art exhibition at the Arturo Dimodica Gallery, NYC, and since then began working on lighting design projects.

In 2007, Lo moved back to Hong Kong where he founded the LED experience design company LEDARTIST and evolved his career in light art and design and earning a Master degree in Lighting from Queensland University of Technology. He has since participated in various international art exhibitions and large-scale lighting projects. Lo has held exhibitions in prominent locations around the world, including Luminale in Frankfurt, Asia Society in Hong Kong, Museum of Art and Design in NYC, Shanghai Museum of Contemporary Arts, Art Centre BUDA Kortrijk in Belgium, Hong Kong Museum of Art, Esplanade in Singapore, 798 Art District in Beijing and Burning Man Festival in Nevada, among others. In addition to commissioned work for the tallest building in China, The Shanghai Tower, he created digital media infrastructure designs for the new World Trade Center in NYC.

www.teddylo.tv
 instagram / facebook: @teddylostudio
 twitter / vimeo: @teddylo
 抖音 / 小紅書: @光麒麟

Exhibition History (1/2)

2021

Meta @ Upperplace Properties, Zhongshan, China

Bewildered Universe @ House of Beautiful Business Festival, Lisbon

2020

Spectrum Manners @ Jeeum Gallery, Hong Kong

2019

Anahata & Bewildered Universe @ Awethetic Gallery, Hong Kong

Enter the void @ Transcending Dimension Sculpting Space, Pingshan, China

Sacred Entities @ Sovereign Art Foundation, Hong Kong

Bewildered Universe A, Spectrum Manners ii & It Can't Rain All The Time @ HK WALLS Clubhouse, Hong Kong

2018

Anahata & Bewildered Universe @ Spectrum Miami, A&E District, USA

Anahata @ Art San Diego - Wyland Expo Center, USA

Anahata @ On Tour, Palazzo Priuli Bon, Venice, Italy

Anahata @ On Tour, The Royal Opera Arcade Gallery, London, UK

Anahata @ Artexpo - Pier 94, New York, USA

Anahata @ Condizione - Elephant Pename, Paris, France

Anahata @ biennale d'arte contemporanea della brianza, Calolziocorte's Monastery Lecco, Lake of Como, Italy

2018 Anahata @ Affordable Art Fair, Merlino Bottega d'Arte, Italy

2018 Anahata @ Sign, Gesture & Material, Merlino Bottega d'Arte, Italy

2017

Quintessence @ Lumieres HK, Hong Kong

Gon Kirin @ Burningman Festival, Black Rock City, USA

Anahata Series @ Streets of Hong Kong, Awethentic Gallery, Hong Kong

Alarm of Hue, Text Me, Waking Life @ #SEXPOSURE, Lightstage Gallery, Hong Kong

Spectrum Manners - Anahata Series @ Art Home: Meditation, Green Art Asia, Hong Kong

2016

Gon Kirin @ Chalk The Block Arts Festival, El Paso, Texas

Spectrum Manner ii @ ISEA2016 Open Sky Project, International Commerce Centre, Hong Kong

Bacillus @ Institute of Contemporary Art London's 70th Anniversary, Harilela Mansion, Hong Kong

2015

Dark Matter @ "Artistes a la une", Palais De Tokyo, Paris

Positive Void @ Magnet Palace, Clockenflap 2015, Hong Kong

Seven Keys @ Supernova Xmas Luminastic, Hong Kong K11 Chi Art Space, Hong Kong

2014

Spectrum Manners @ "SCMP Charity Art Auction", Sotheby's Art Gallery, Hong Kong

Bacillus @ "The 1st HK-SZ Design Biennale", OCT Art and Design Gallery, Shenzhen

Positive Void @ "LOVE", Midtown, Hong Kong

2013

Alarm of Hue @ "INTER-ACT!", K11, Hong Kong

Bacillus @ "Imminent Domain", Asia Society, Hong Kong

2012

Gon KiRin @ Burning Man, Black Rock Desert, Nevada

Gon KiRin @ Maker's Faire, San Mateo

Waking Life @ Museum of Art and Design, New York

Shades Dynamicism, Waking Life, Alarm of Hue & Positive Void @ Transmutation, New York

MEGA POV @ I Light Marina Bay Festival, Singapore

2011

Gon KiRin @ Maker Faire New York

Text Me @ Legacy and Creations—Ink Art vs Ink Art and Art vs Art, Hong Kong Museum of Art

Spectrum Manners, Shades Dynamicism, Waking Life & Alarm of Hue @ ARTHK 11

Text Me @ Hong Kong Heritage Museum, Hong Kong: Creative Ecologies

2010

'Text Me' & 'Theremin' @ Legacy and Creation – Art vs Art, MOCA, Shanghai

POV Series – "Positive Void" @ Beijing: The Creators Project, 798 Art District, Beijing

Gon KiRin @ 2010 Burning Man, Black Rock Desert, Nevada

Phaeodaria @ Hong Kong Science Park, Hong Kong

POV Series – "Do you see me?" @ Shanghai Expo, Shanghai

POV Series – "Positive Void" & Theremin @ ARTHK 2010, Hong Kong

POV Series – "Positive Void" @ Luminale 2010, Frankfurt

2009

The Stage @ 2009 HK & SZ Bi-City Biennale of Urbanism\Architecture

POV Series – "Do you see me?" @ Art Basel 2009, Miami

POV Series – "Positive Void" @ "Fantastic Illusions – Chinese & Belgian Artists", Arts Centre Buda Kortrijk, Belgium

POV Series – "Positive Void" @ Shanghai eArts Festival 2009, MOCA,

PROTOTYPE @ I/O, Media Art Gallery, Hong Kong

2009 Constant Series @ Ztampz Shop, Hong Kong

2008

Phaeodaria @ Microwave A-Glow-Glow, Hong Kong

Exhibition History (2/2)

2007

Stella @ Via Technologies headquarter office building in Beijing, China

2006

International visual art residency @ Au Tuireann Arts Centre, Isle of Skye, Scotland

M.I.S.T. @ Innocentre, Hong Kong

Cinq: Core 65 @ The Esplanade for Singapore National Day

Morphology 3.1 @ U.F.O. Building, Frankfurt. Germany

M.I.S.T. @ Traxon Technologies Showroom, Frankfurt. Germany

M.I.S.T. @ InterTraffic 2006 Expo, Amsterdam. The Netherlands

2005

Morphology 2.1 @ DDM Warehouse, Shanghai, China

Featured Artist @ Russell Simmons' Art For Life in Hamptons, NY

Trinity Sq in Infinity Car "Study in Red" Campaign

2004

Q @ Chung King Building, Hong Kong

Ledusoid @ Gonflables! At Tri postal, Lille, France

Artery @ M5 Seamless Fashion Show, Chicago

Starfish @ PSI at Volume, Brooklyn

Traffika @ The ArtExpo 2004 in Jarvis center, New York

Q @ Photonics Center lobby in Science Park, Hong Kong

2003

Traffika @ Boundless 2003, Queens, NYC

(Debut) Morphology Solo Exhibit @ Studio Dimodica, Soho, NYC

Artwork



META 2021

META is an artwork series of perfect polyhedral which embrace the Classical Elements from ancient cultures and Timaeus's Platonic solid.

META Upperplace is a Icosahedron Platonic solid that represents the elements of water and is in the form of a regular and convex polyhedron. It is constructed by the congruent and polygonal faces which consist of equal number of faces joining at each vertex. There are only five polyhedrons that fulfil these criteria in this world. The aether of the Universe is represented by 3D minimal surfaces and is encapsulated by the Icosahedron. This light sculpture captures the universal energy conceptually and

symbolises abundance and harmony for the Upperplace properties.

META is created by parametric computational design, painstaking manual forging and fabrications. The interactive lighting system will project various lighting sequences according to different time of the day and lighting conditions.

Material: Stainless steel, LEDs, PVC, braided wires, electric and Cat5&6 cables, DMX systems, SPI systems, Server, Lighting Control Engine, Sensors and Wireless Control



META
2021



META
2021



BEWILDERED UNIVERSE PIA03606-A 2019

The "Universe" edition of the series "Bewilderment" is an abstract visual depiction of matter beyond human perceptual consciousness and expectation. Our universe is a big mystery. Human cognitive capacity only allows us to understand the world at gradual pace. As technology allows for experiencing and seeking for knowledge beyond where we have been before, what are we searching for? Would our technologically improved ability to transcend perceptual blindness and grasp the world more granularly and comprehensively lead us to improve balance within it?

Bewildered Universe (2018) is inspired by planetary images by NASA and the concept of time from I-Ching philosophy. The kinetic effects depict the relations of the object's distance from planet earth through the speed of light. The calculations follow the theoretical concept of time of the theory of The Fractal Geometry of Nature – by which nature's phenomena differ in kind by fractal and infinite math. The work explores a neo-transcendental quality of ancient philosophy with modern technology – a bewildered universe beyond our comprehension that affects consciousness of matter.

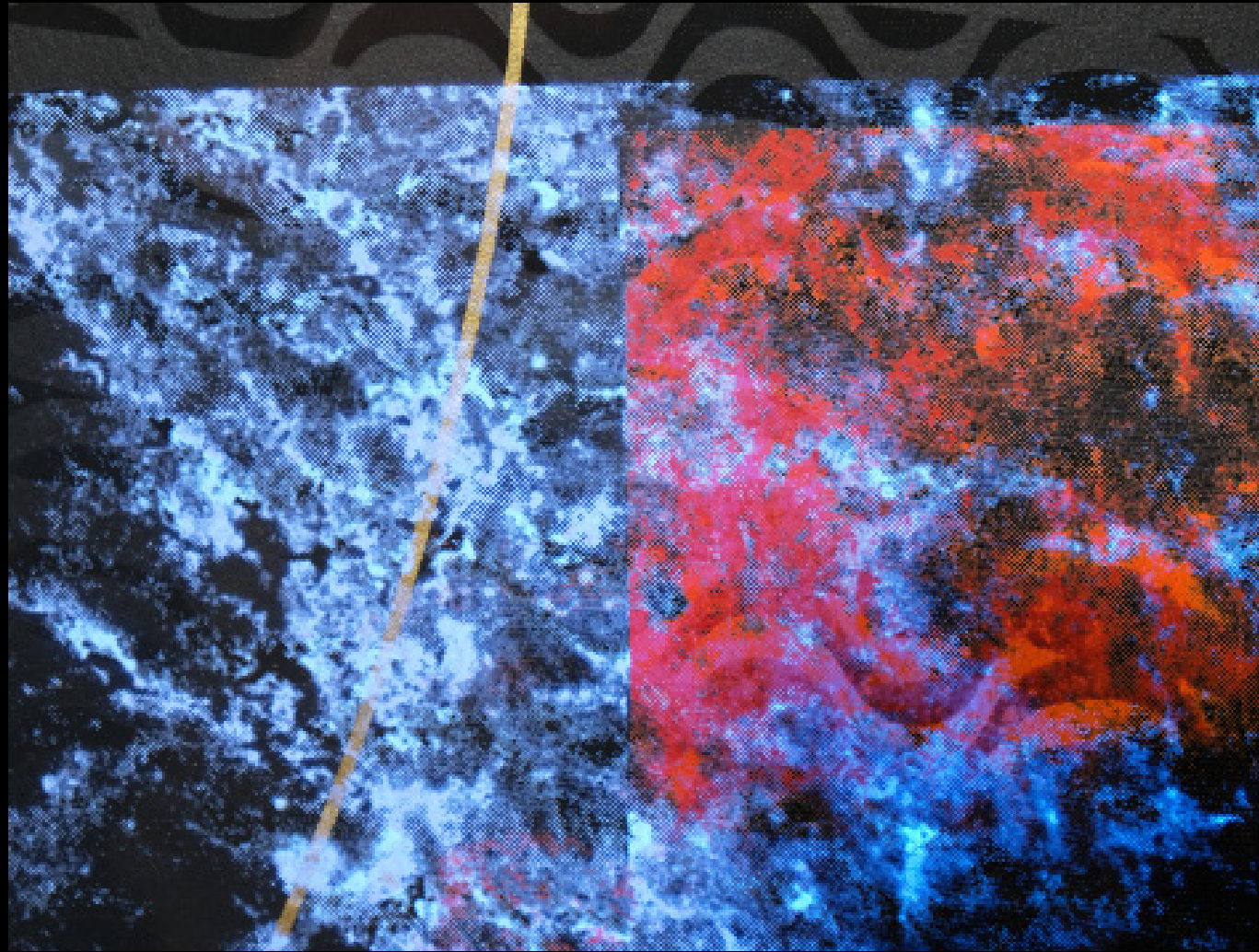


//Edition//
3 editions + 2 AP

//Material//
LED, wire, power supply, luminescent paints, glass, acrylic, Entrada rag paper.

//Dimension//
1270mm (L) x 1270mm (H) x 78mm (D)

//Weight//
30kg



BEWILDERED UNIVERSE PIA03606-B

2019

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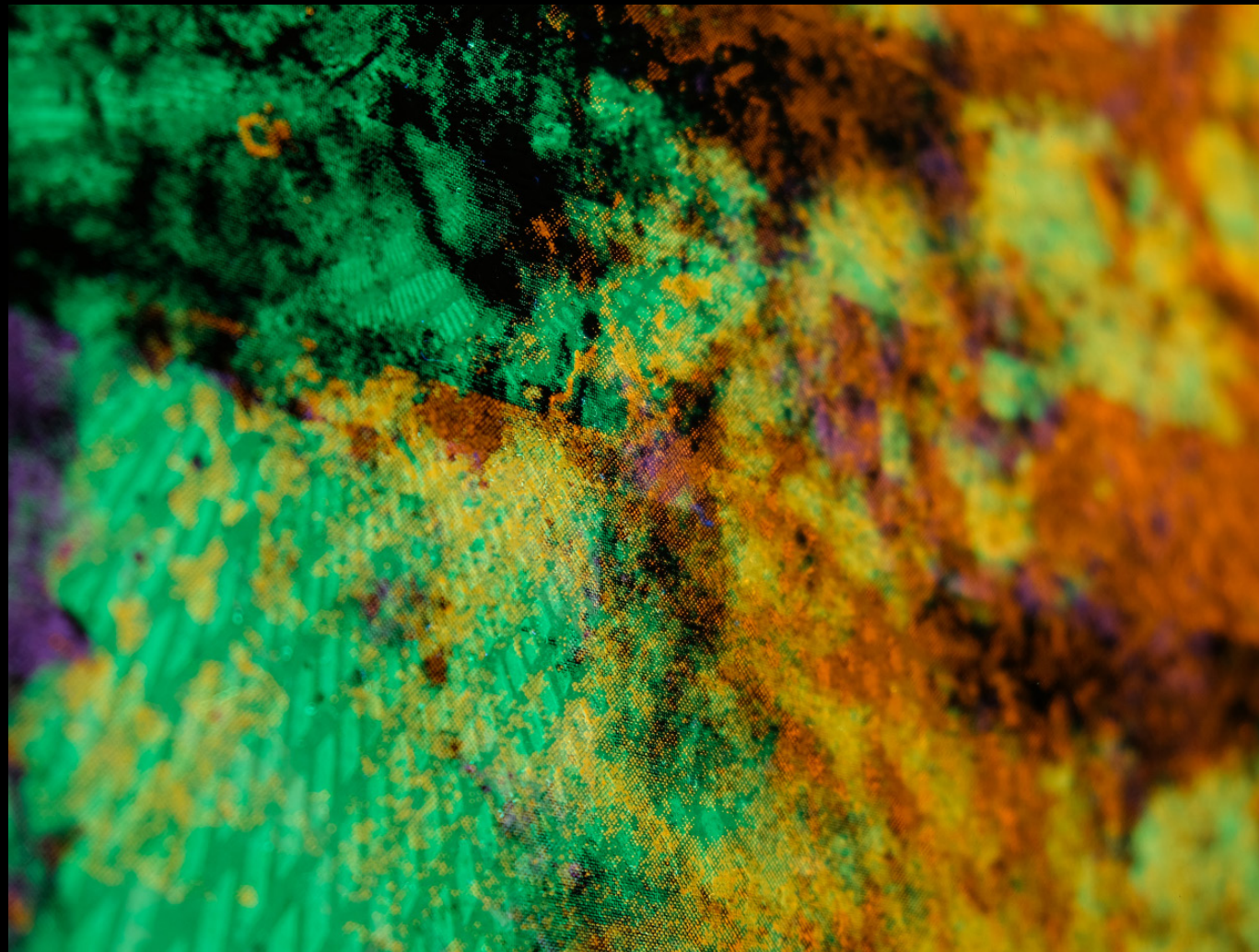


//Edition//
3 editions + 2 AP

//Material//
LED, wire, power supply, luminescent paints, glass, acrylic, Entrada rag paper.

//Dimension//
1270mm (L) x 1270mm (H) x 78mm (D)

//Weight//
30kg



BEWILDERED UNIVERSE PIA03606-C

2019

The "Universe" edition of the series "Bewilderment" is an abstract visual depiction of matter beyond human perceptual consciousness and expectation. Our universe is a big mystery. Human cognitive capacity only allows us to understand the world at gradual pace. As technology allows for experiencing and seeking for knowledge beyond where we have been before, what are we searching for? Would our technologically improved ability to transcend perceptual blindness and grasp the world more granularly and comprehensively lead us to improve balance within it?

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3 editions + 2 AP

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LED, wire, power supply, luminescent paints, glass, acrylic, Entrada rag paper.

//Dimension//
1270mm (L) x 1270mm (H) x 78mm (D)

//Weight//
30kg



Quintessence 2017

The artist believes human must embrace imaginative evolvement in accordance with time. There is a need for positive spiritual evolution and enlightenment in all human beings in order for us to advance and live on this planet in harmony. The sculpture is inspired by an astral divine figure - Metatron, whose supreme stature would inspire knowledge, ascension and spiritual growth. The white LED light acts as the supreme ray, its brilliance and interactivity will create a cosmic alchemy, 'light codes' will be downloaded and decoded. It will be stored as a higher form of 'intelligent energy' which will bring about personal evaluation, clarity and guidance. It will also influence the collective unconscious of the planet and aid planetary evolution.



Sculptures of the future need to be reactive or interactive, whether it is through physical or mental triggers, data or through generative algorithm. The Quintessence is a research project of spreading and receiving the unconditional "Love" energy around the world. An interactive system is designed for the spectators to activate the sculpture by sending the positive energy physically or digitally.

With all the turmoils, confusions and stress that Hong Kong has been going through in the present years, Quintessence would act as a strong presence with an important message to the city (and the world) and a dynamic, creative and technological expression for the first local light festival - Lumiere HK.



//Material//

Structure metal frame, LED string, LEDs Silicon pixel cover, electrical wire, cable tie, sensor, control computer, DMX decoder, meter sheet cover, LED driver and power supply

//Weight//

1,980 kg

//Dimension//

Octagon Stage 6m x 6m x 0.6m

Sculpture 6.5m (H) x 6m (W)











Gon Kirin (GKR)

2011/2017

Gon Kirin (GKR) is a mobile art structure originally conceived by Hong Kong artist Teddy Lo and Detroit artist Ryan Doyle for Burningman Festival.

Lo always have a fascination of futuristic and mystical figures from alternative universe hence he wanted to create a sacred figure mixing East and West aesthetics to feature his luminous lighting concepts. Being one of the first Chinese artists to grace the playa with a mega installation, Lo wants to create an eclectic light dragon that is both raw and technological to represent evolution, possibilities and divine power.

He collaborated with Doyle in designs and constructing the electrical, mechanical and industrial details in the Bay Area in 2010. Since its launch, GKR has graced various events in US and has received 16 blue ribbons at Makers Faires and the Burningman Award of Excellence.

In 2016, Teddy collaborated with artist Henry Chang at the Mirage Garage in Las Vegas for GKR 2.0 and all of the LED lighting, mechanical and pyrotechnic aspects have been upgraded for a more dramatic and evolutionary appearance for the art piece. It is now a 60 feet long, 11.5 feet wide and 22.5 feet tall artistic sculpture set on top of a 87' Chevy Silverado chassis with full digital pyro-system and interactive lighting control on 2,460 feet of linear RGB LED and LED wall-washer units. GKR boasts two levels of climbing space with seating for more than 20 people in the DJ booth cage upstairs with a party couch on its back where riders can move its tail back and forth manually. In addition, the dragon also equipped with interactive flame.

//Material//

Car parts, boat hull, steel, tires, RGB LED lighting fixtures, fire system

//Dimension//

7.0m (H) x 3.7m (W) x 18.3m (D)



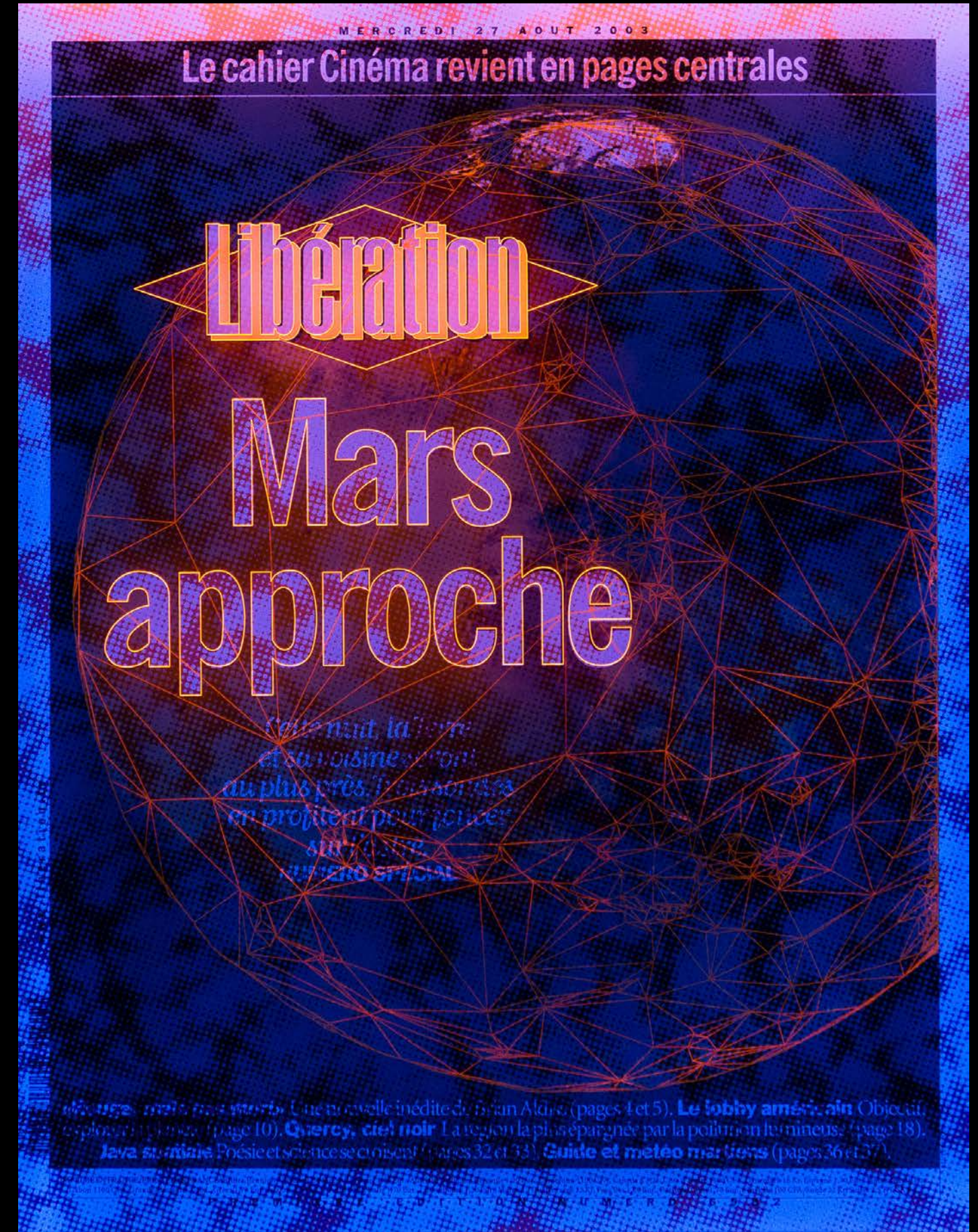


Dark Matter 2015

No one has seen the planet Mars with their own eyes or been on there just yet. The only visuals that we have are computer simulations and image captures from our super telescope. From the current scientific point of view, what is holding and separating these two planets are vacuum space and dark matter. The artist expresses his perspectives on these elements with LED illuminated geometric grids, half tone patterns and laser etch typefaces in creating a three dimensional luminous piece on the original printed cover.

//Material//
Acrylic, LED, Fluorescent pigment

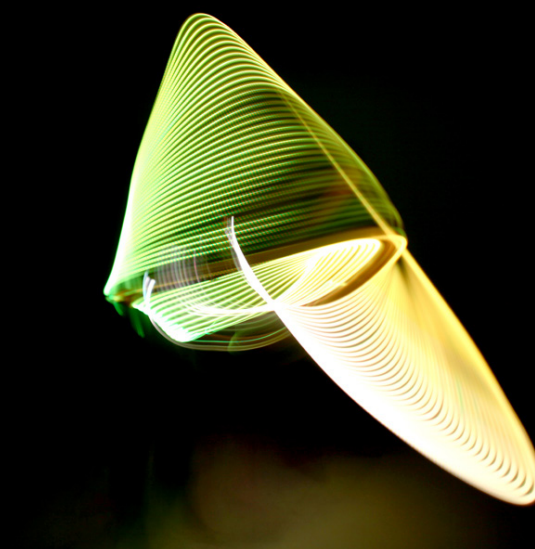
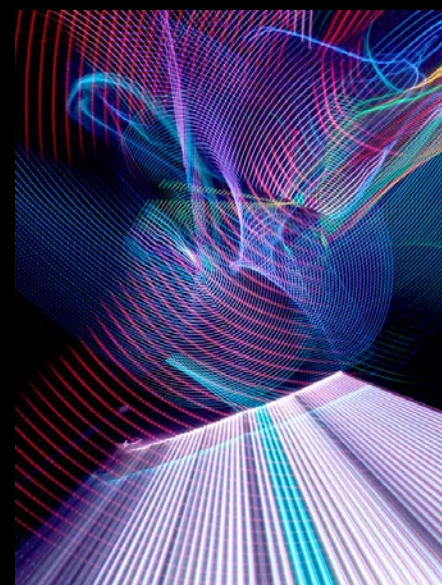
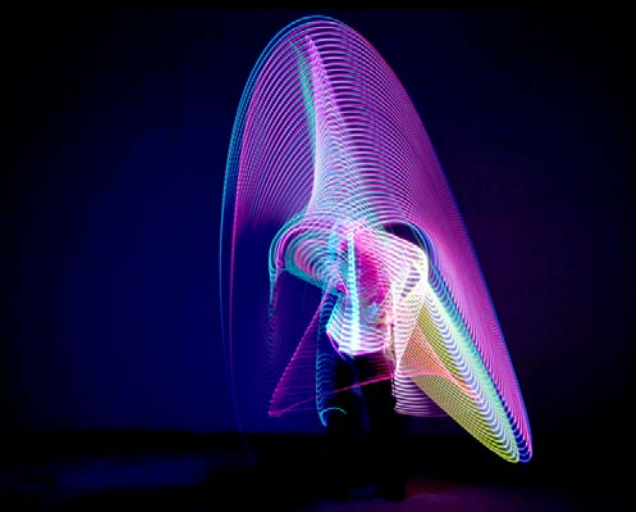
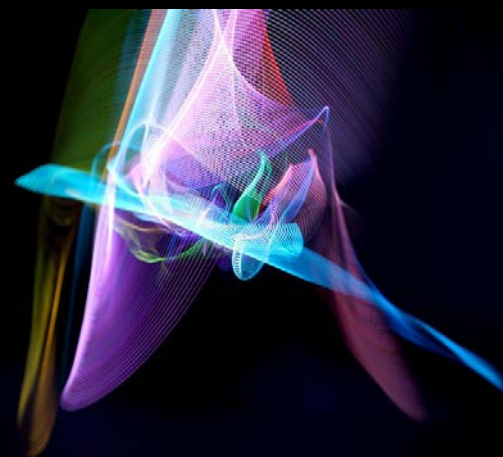
//Dimension//
920mm (L) x 1100mm (H) x 70mm (D)





Spectrum Manners 2011

Spectrum Manners - Anahata Series is a mixed media art piece combined of photography, silk screen and kinetic light art. The still image in the background originated from one of the artist's artwork Spectrum Manners, a series of experimental photographs by Teddy Lo and photographer Vanh Wan. The two artists created a visual language by exploring different body movements such as yoga, Breakdance, kung fu and fire spinning varying shutter speeds with LED light in a dark room. This process of creating the work is an interplay between light and his behaviours that required total control and balance. Through artist's carefully choreographed movements and programmable lights, the LEDs left compelling trails of dynamic colour lighting. They turned the capturable in real life - the artist in front of camera - into VISIBLE, and turn the uncapturable - the lights - into INVISIBLE. Capturing the whimsical colour and light in a frozen frame.



//Detail//
8 Editions

106cm x 80cm (Full sized)
61cm x 48.5cm (Half sized)

//Material//
Ink jet paper, ink



ANAHATA SERIES #03

2017

Anahata Series incorporated artist's long time research topic- Chromotherapy to reinvent the still image; Spectrum Manners. The artist added the vibrational energy by superimposing the image with sacred geometry patterns using both visible and invisible ink. Lit by UV and RGB LEDs, it mirrors an illuminated state of consciousness - making the invisible visible. In addition, the artist has programmed a specific sequence of spectrum colour on the print image to evoke another dimension of Chromotherapy and luminous energy for psychological and spiritual healing. Overall, the artwork aims to inspire self-realization through the merging of mind, body and soul metaphorically.



//Edition//

3 editions + 1 AP

//Material//

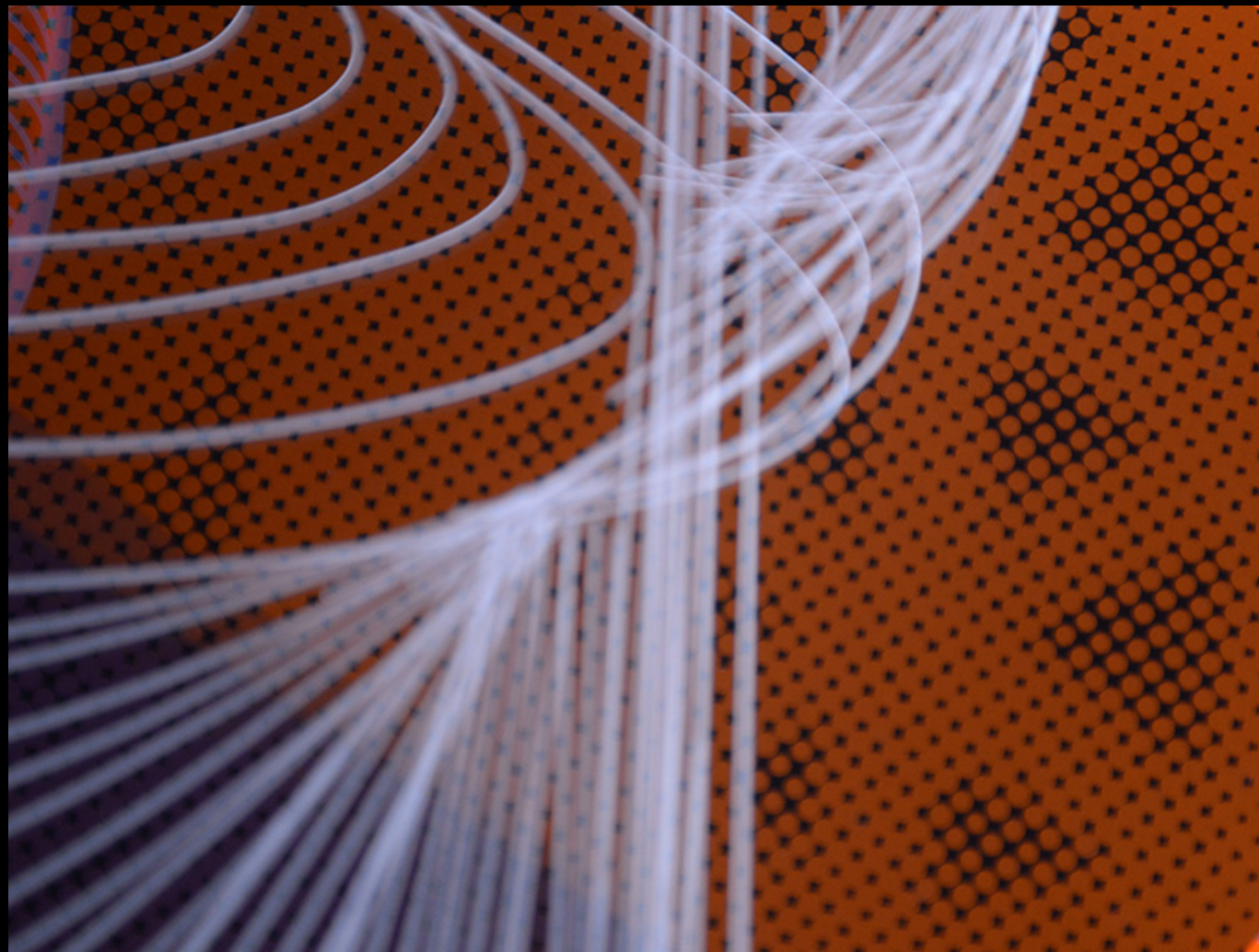
LED, wire, power supply, luminescent paints, glass, acrylic, Entrada rag paper, wooden frame

//Dimension//

837mm (L) x 714mm (H) x 105mm (D)

//Weight//

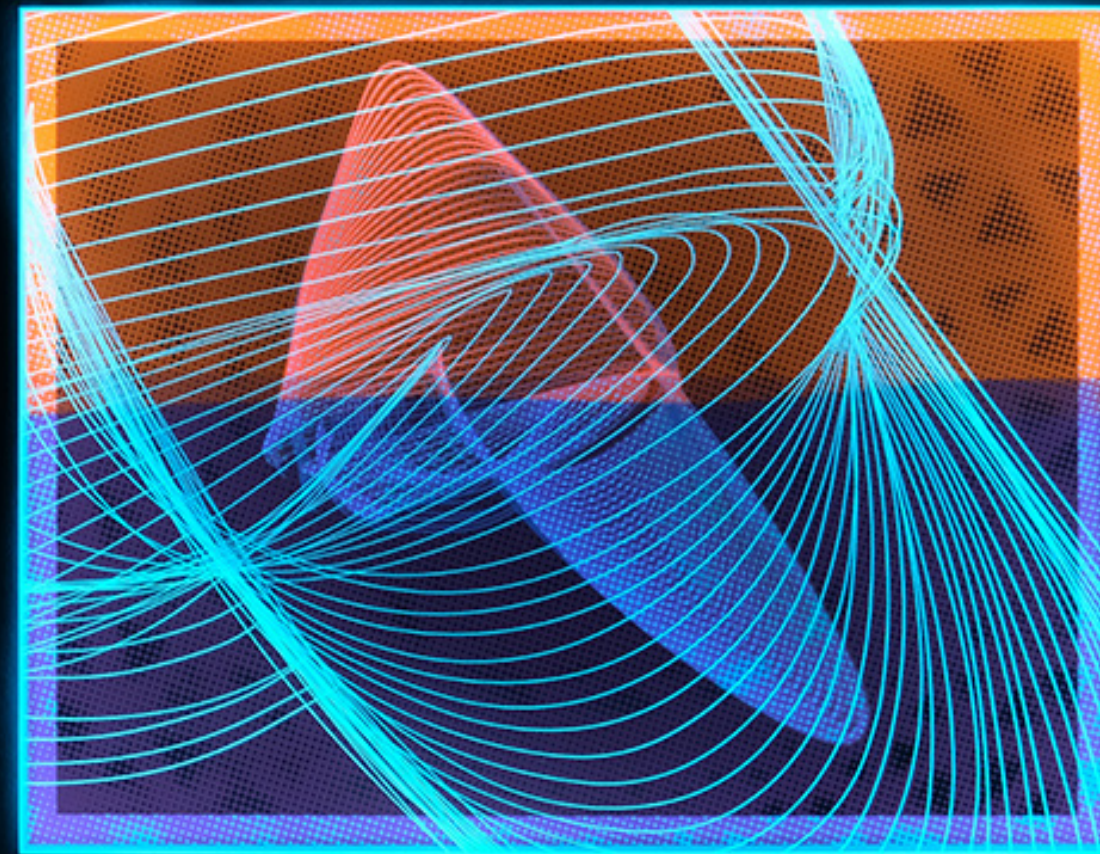
13.5kg



SPECTRUM MANNERS - ANAHATA SERIES #12

2017

Anahata Series incorporated artist's long time research topic- Chromotherapy to reinvent the still image; Spectrum Manners. The artist added the vibrational energy by superimposing the image with sacred geometry patterns using both visible and invisible ink. Lit by UV and RGB LEDs, it mirrors an illuminated state of consciousness - making the invisible visible. In addition, the artist has programmed a specific sequence of spectrum colour on the print image to evoke another dimension of Chromotherapy and luminous energy for psychological and spiritual healing. Overall, the artwork aims to inspire self-realization through the merging of mind, body and soul metaphorically.



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//Material//

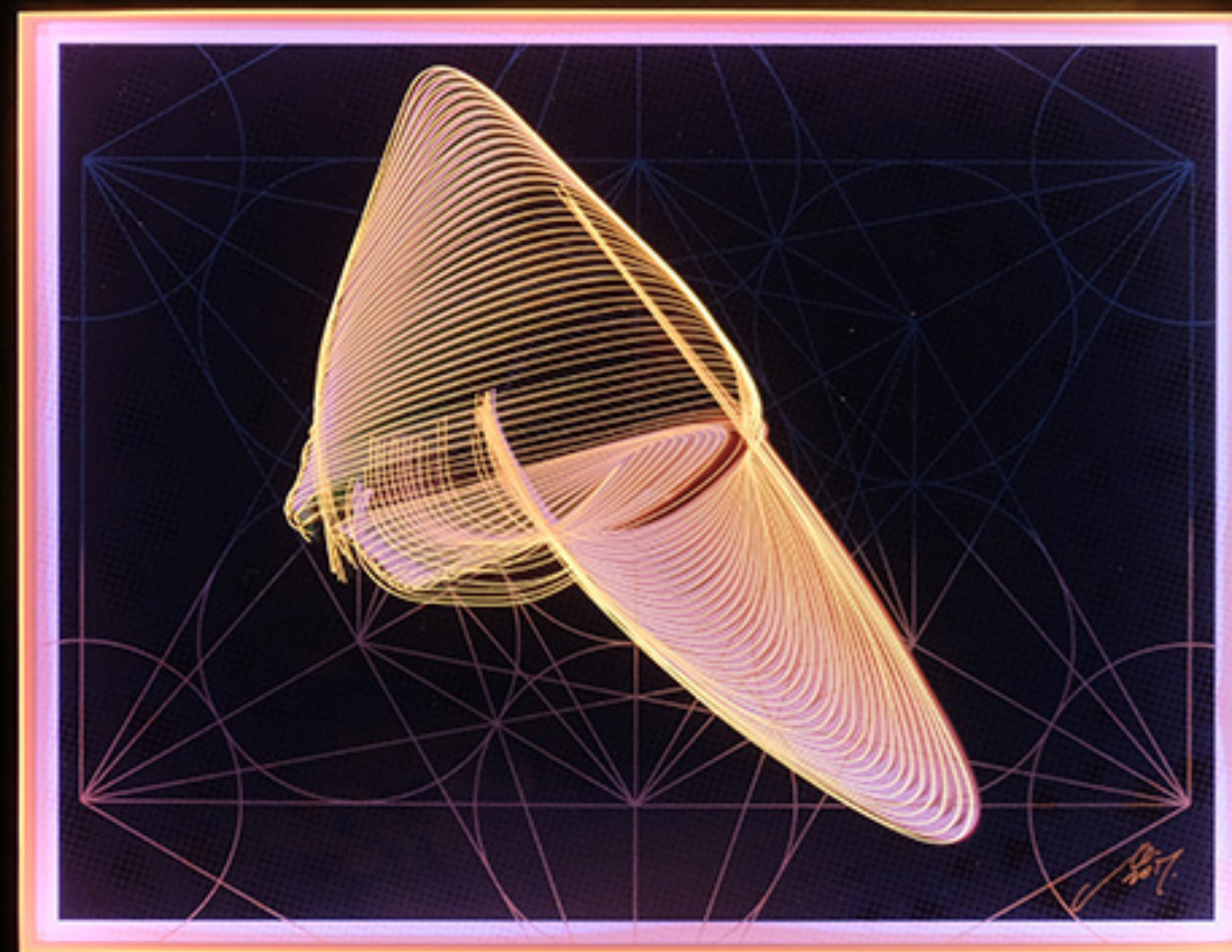
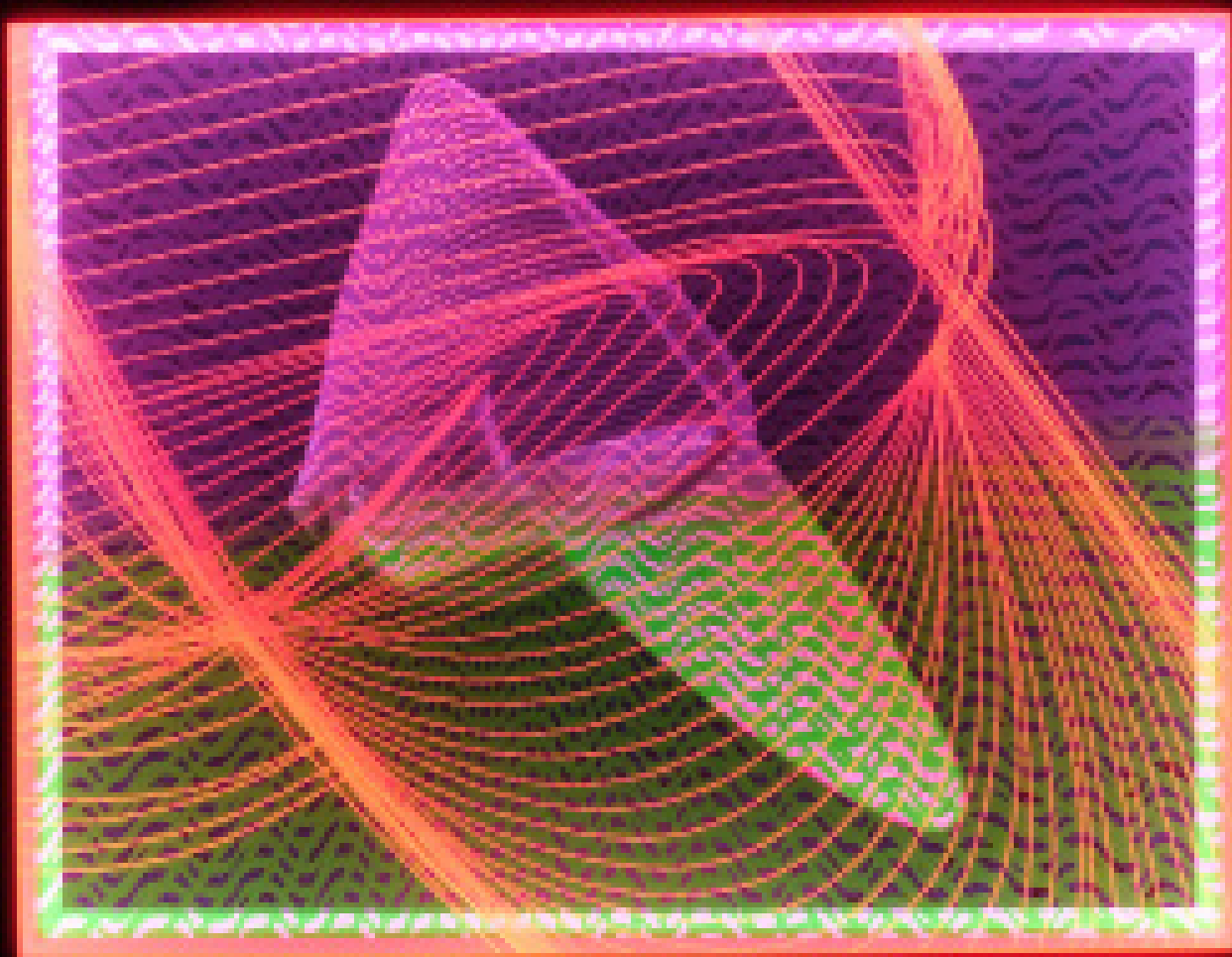
LED, wire, power supply, luminescent paints, glass, acrylic, Entrada rag paper, wooden frame

//Dimension//

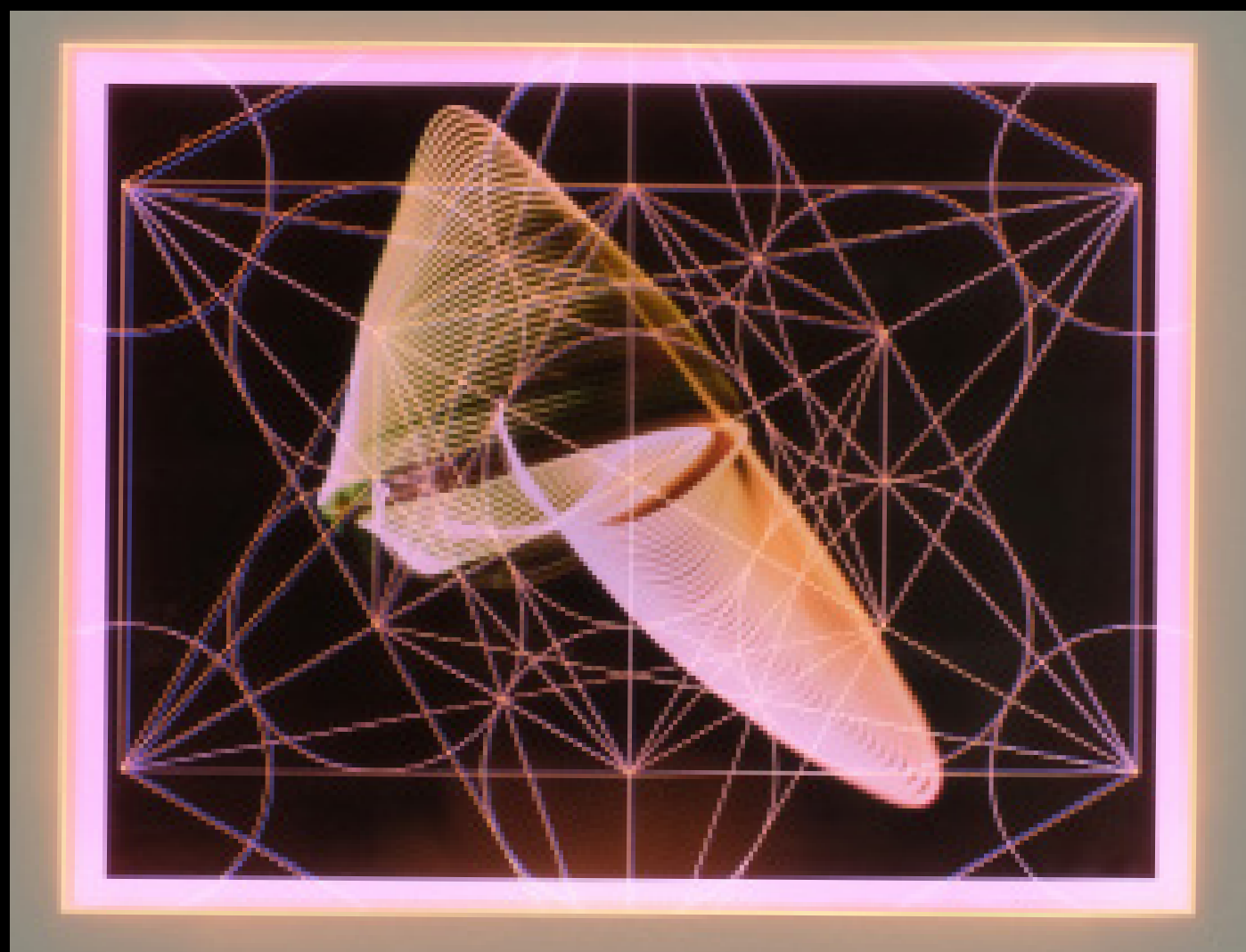
837mm (L) x 714mm (H) x 105mm (D)

//Weight//

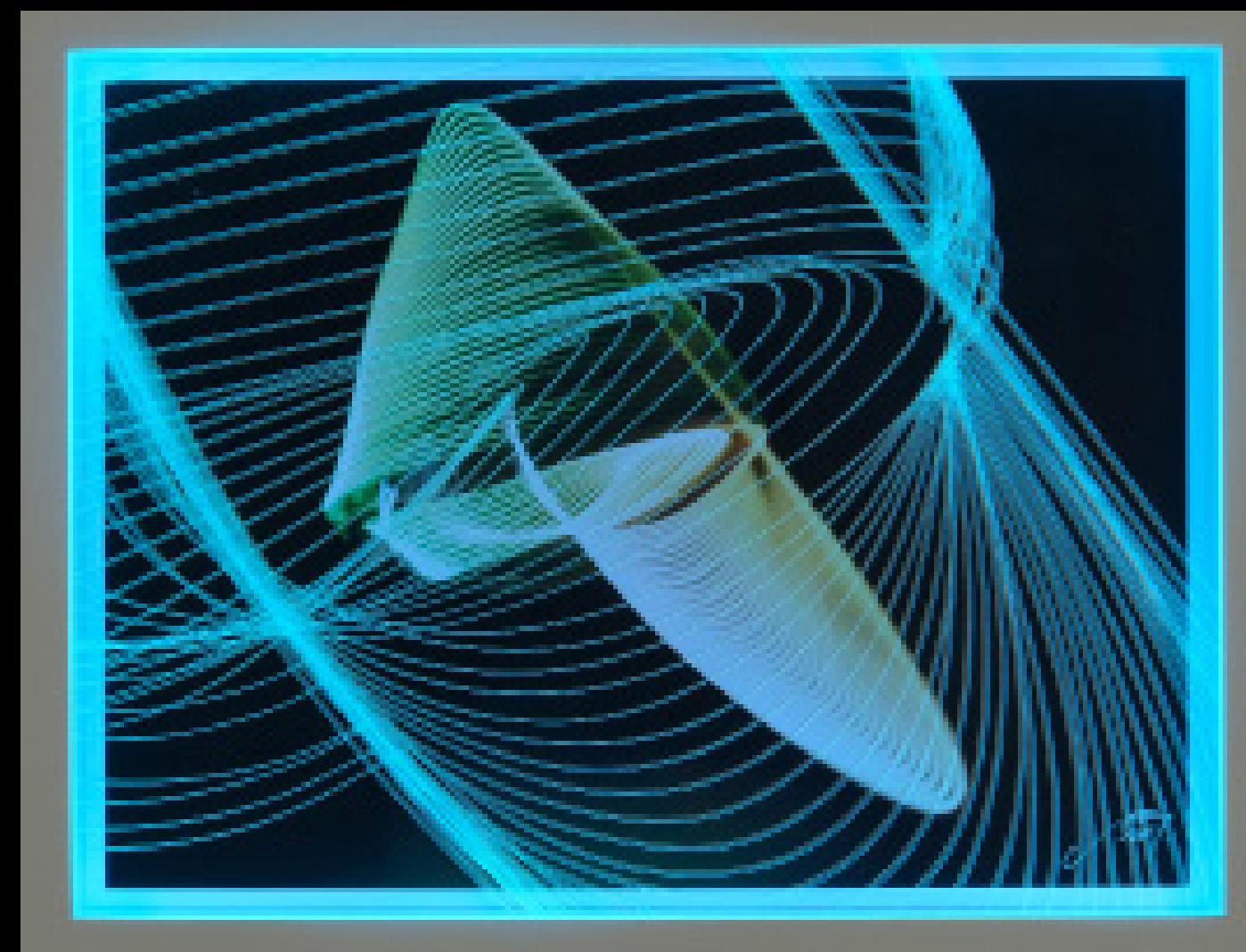
13.5kg



ANAHATA SERIES #02 & #06
2017



ANAHATA SERIES #08 & #09
2017





SPECTRUM MANNERS II @ HK WALLS CLUBHOUSE 2019

The digital media artwork was exhibited on the 60 years old building facade at the new concept from HK Walls & Ueberformat – The Clubhouse; an alternative creative venue opened during the Art Basel Hong Kong 2019. Showcasing exhibitions, film screenings, workshops, live performances and more – featuring artists and galleries from around the world.



IT CANT RAIN ALL THE TIME @ HK WALLS CLUBHOUSE

2019

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Victoria Harbour Spektrum 2017

Teddy Lo Studio is proposing a flexible multimedia platform, which integrates and controls all of the participating buildings of the existing Victoria Harbour light show with a single control system that links the facades, lighting, and projections together for a synchronized presentation. The versatility and flexibility of the system would allow the artist or anyone with a creative mind to manipulate and change the Victoria Harbour Skyline with ease. It could also integrate an interactive system which will allow the general public to participate in the light show in real-time.

TEDDYLOSTUDIO

#HKVHS

#TEDDYLOSTUDIO

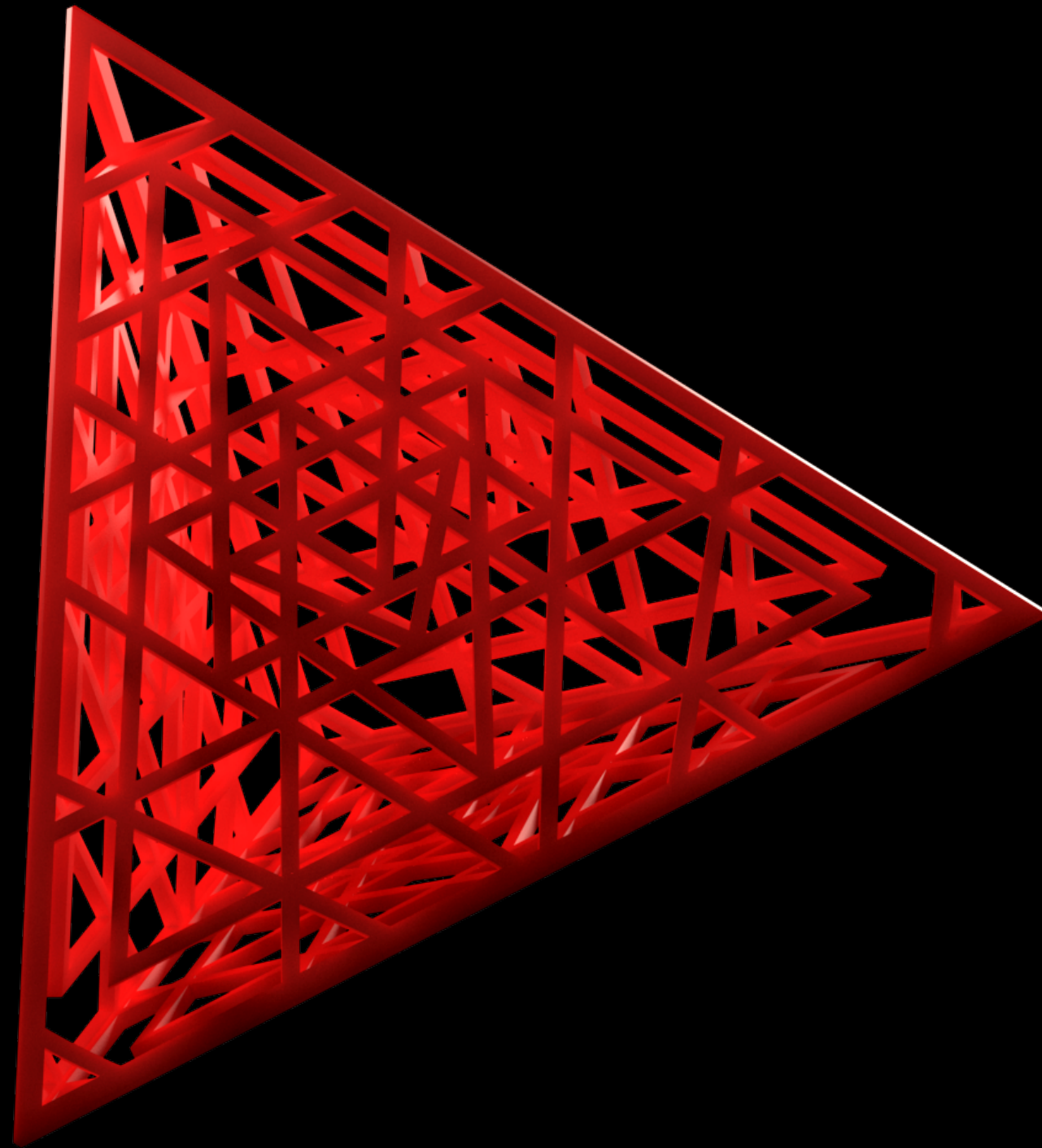




Spectrum Manners II - ISEA 2016

Spectrum manners was selected as one of the “Honorary Mention” digital artwork for the 2016 International Symposium of Electronic Arts conference in Hong Kong. The artwork was displayed onto the LED facade system on the tallest building in Hong Kong – International Commerce Centre (ICC).





Seven Keys

2016

Seven Keys is an artistic research project by artists, musicians and holistic healers. It is a project about balancing vibrations, frequency and electromagnetic field for the human being. Ancient colour chambers are simulated with the aid of 21st century aesthetics and technologies. Through strategic trigger of the five senses with relevant sensual elements in seven designated space, the goal of this project is to create a positive, blissful environment during your visit and eventually, creating transcendence, enlightenment, epiphany and calm to envision your own consciousness.





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//Material//

3D printed sculpture, Polylactic Acid, RGBW LED Engine, electrical wire, DMX decoder, LED driver, power supply, digital sound, organic fragrance oil, oil diffuser







Techno Nature – Bacillus

2014

The world is going through a whirlwind of technological advancements and our habitat is evolving into a more efficient, intuitive and environmentally sustainable standard. This new technology also allows electronics to be more compact and flexible which make organic electronic sculptures more practicable. This is the new artificial nature on which we base and develop our futuristic lifestyle. In the first of his Techno Nature Series, the Bacillus sculpture signifies the essence of this new age, and represents the dawn of a new breed of techno inspired sculpture. Lo merges the old with the new in his creations; the old method of structural welding with the new sustainable luminous technology, 3D prototyping and interactive system for its expression. The Bacillus is equipped with bleeding edge luminosity, sensory and audio capabilities. The sound and visual sequences are activated by the viewer's interaction with the Bacillus, in response to its visual clues, allowing the viewer to communicate with the Bacillus, which in turn elicits various 'emotional' states from the Bacillus. Single or multiple viewers can produce different behaviours from the piece, thus both the sculpture and the viewer experience Synesthesia. The concept of the form inspired by the oldest known single-celled organism, the Bacillus, dating back 250 millions years, and was used as the framework upon which to build this interactive installation.

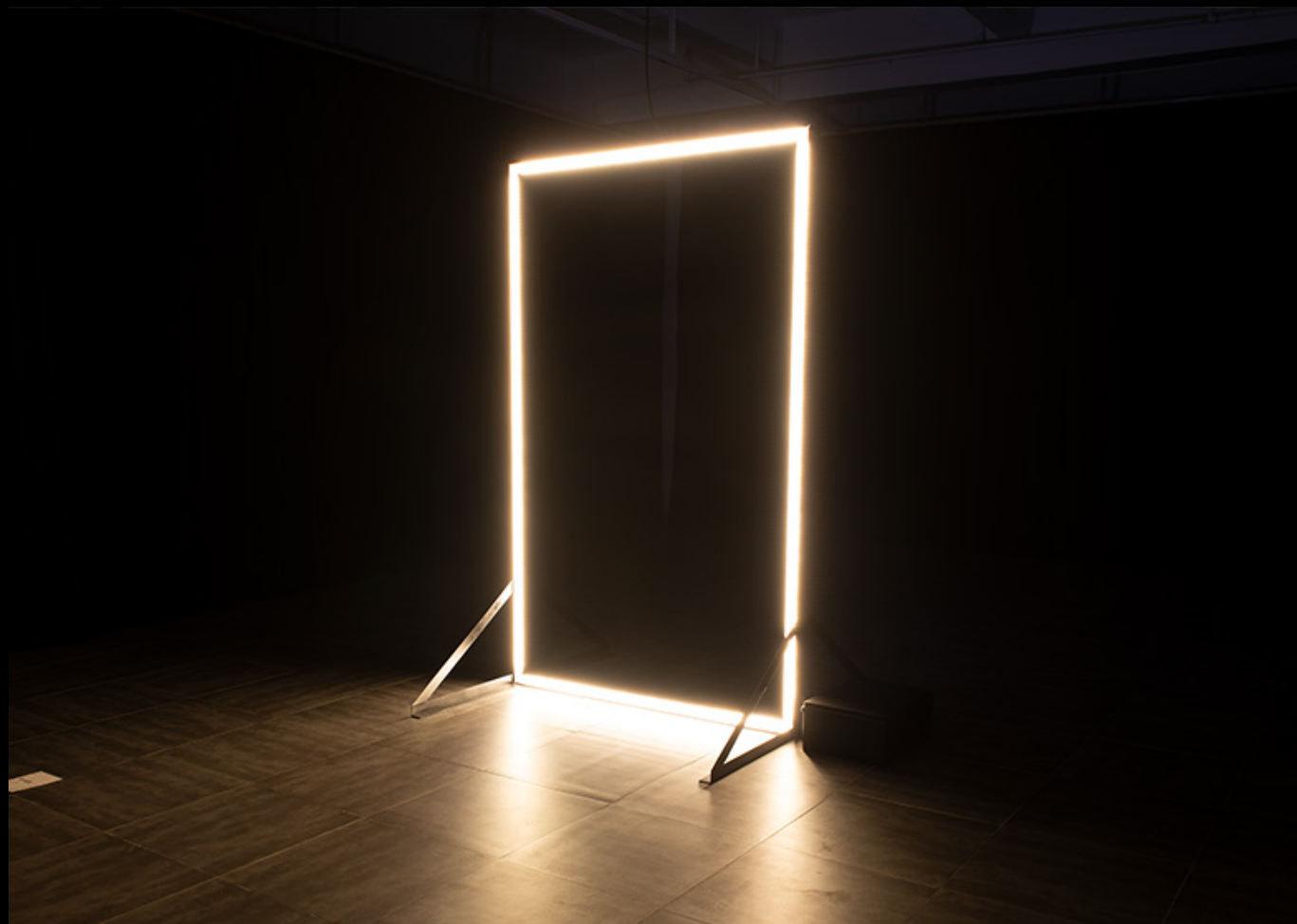


//Material//

Stainless steel frame, RGB LED linear, silicon scale cover, electrical wire, cable tie, IR sensor, CPU, DMX decoder, LED driver, power supply

//Dimension//

2.7m (H), 1.7m



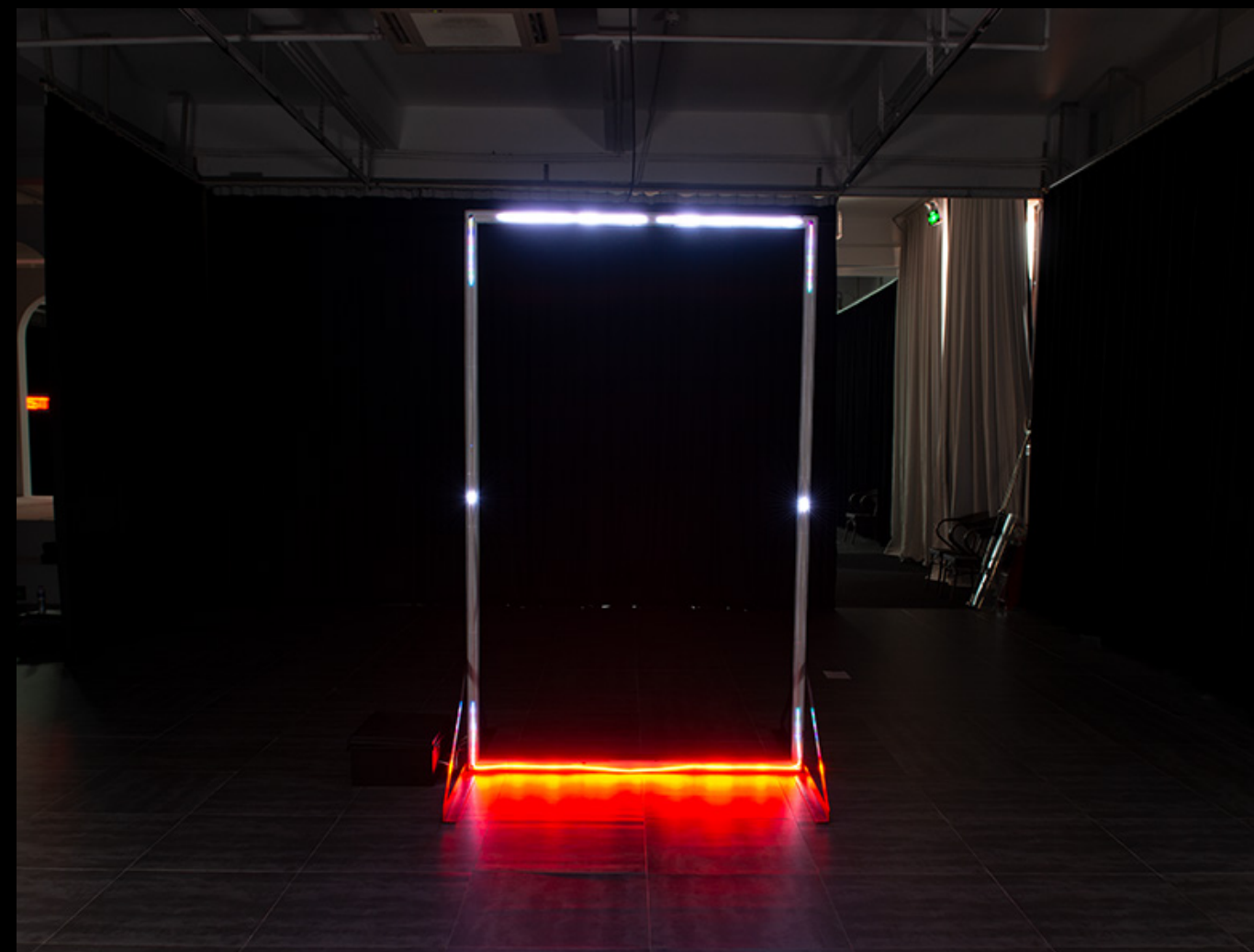
ENTER THE VOID

2019

Enter The Void is a visual experience that explores a state of mind between consciousness and unconsciousness. The work is inspired by a near-death experience (NDE) that the artist had when he was a teen and laid in a coma.

Neuroscience research suggests NDE to be a subjective phenomenon resulting from bodily multi-sensory disturbance that occurs during life-threatening events. In some transcendental and religious beliefs, NDEs are thought to be portals to an afterlife. The NDE experience provides information about an immaterial world where the soul goes upon death after leaving a body on earth.

The installation presents a portal with white light in a vast space. Once passing towards the portal, the viewer sees a subliminal light or afterimage of "Life" flashing before the viewer's eyes from the other side of the portal. A vision technique is used to project a full resolution image with a limited pixel count in the physical piece. The effect is projected into the human visual system. With the rapid motion of eye balls or head movements, the image reveals itself in the "mind's eye".

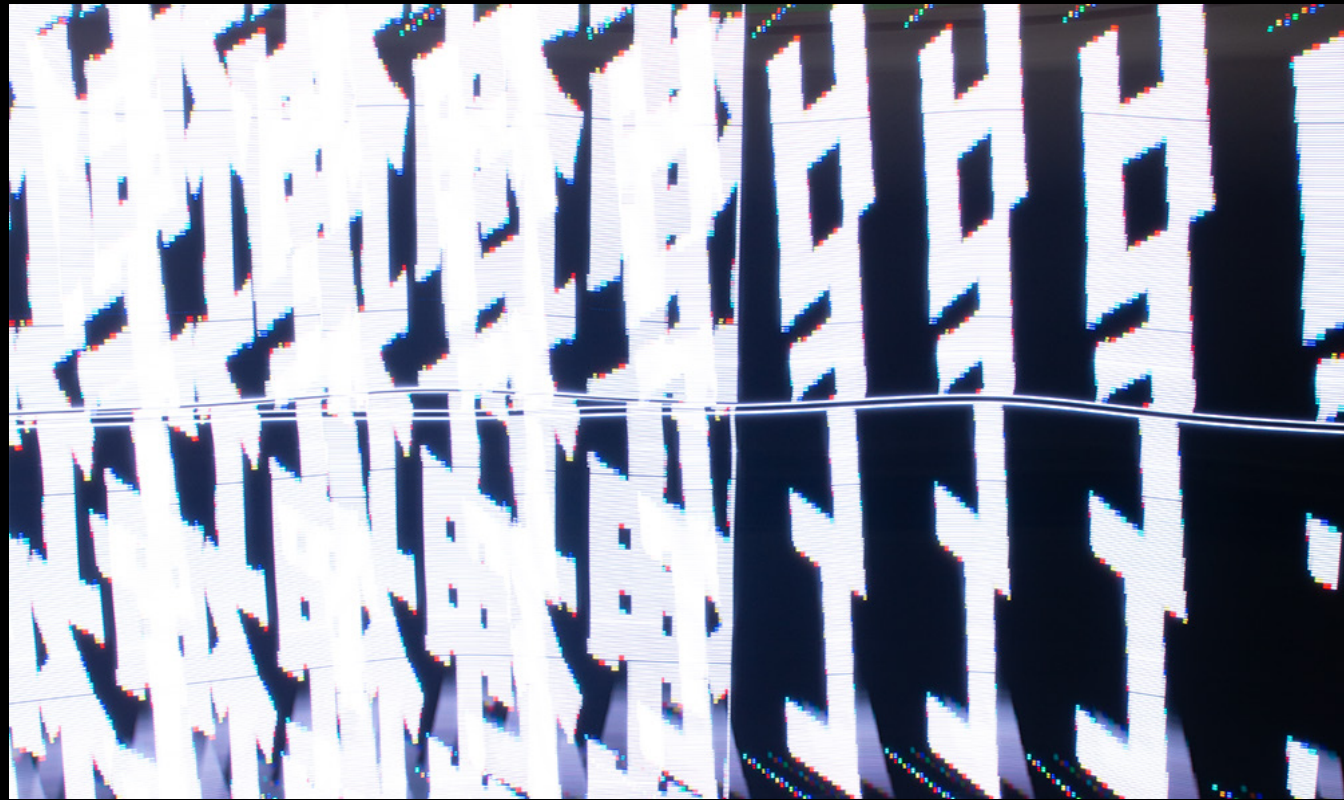


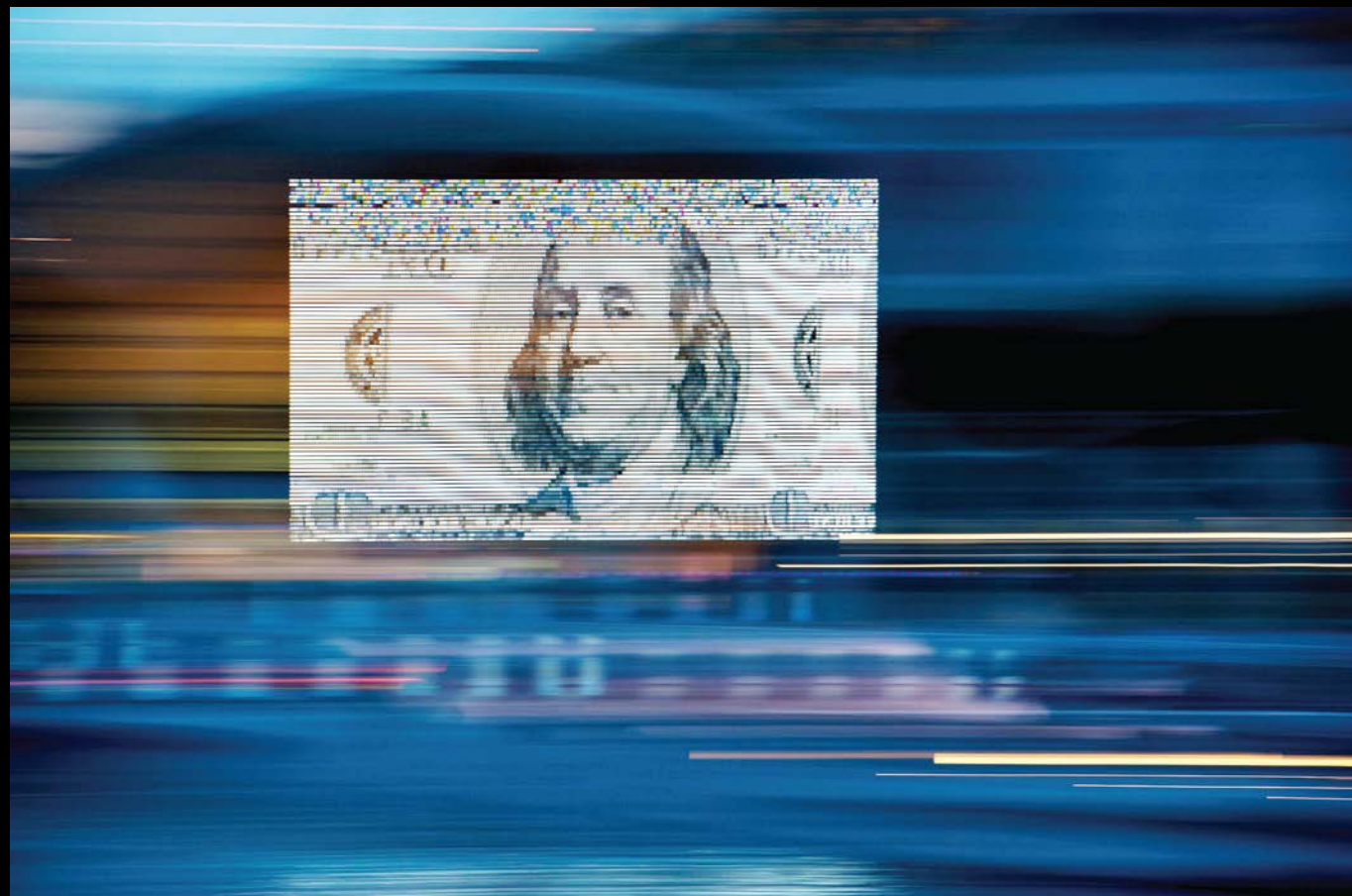
//Edition//
1 edition, 1 AP

//Material//
LED, wire, power supply, acrylic, stainless steel

//Dimension//
2430mm (L) x 1500mm (H) x 1500mm (D)

//Light Sequence//
White & 8 sets of persistent of vision imagery





Mega POV 2012

Contemporary society is entering into the information age through numerous digital portals at an unprecedented rate. In addition to numerous physical marketing mediums, people are exposed to thousands of commercial messages each day. We are becoming visually immune to most things that we encounter. Strategic marketing and advertising campaigns exist to catch our attention in the split of a second. As a result, there are many things we are neglecting in life, which should not be taken for granted. To appreciate reality, we need to spend more time to re-discover the beauty within things. This art piece is meant to remind you of the essence of life and that nothing is trivial in this world.

Persistence of vision is a technique used to animate objects with motion and lights. This digital installation presents motion with digital programming and flickers of light through Light Emitting Diodes. The artwork is a study of how digital information can be delivered to our human visual system through this reverse technique even within a limited projection area.

//Material//

Aluminum, LED, PCB board, CPU, LED driver and power supply

//Dimensions//

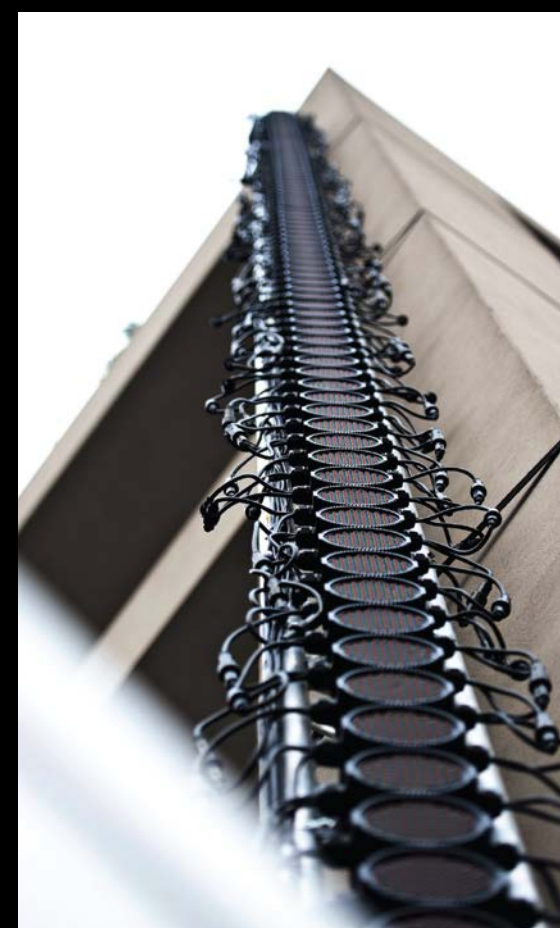
14.4m (H)

//Weight//

180kg

//Ideal Viewing Distance//

100m





Positive Void

2009

The omnipresence of digital information is overwhelming. Billboards, web advertisements, viral marketing, social media – advertising is an inescapable presence in contemporary society to the point where it has become an expected, practically ignored part of the modern landscape. We have developed, as a species, a steadily growing immunity to commercial messages and cues, prompting advertisers and marketers to increase the speed, frequency and force of the messages they deliver. Positive Void, an LED artwork using the “persistence of vision” technique, seeks to co-opt and undermine this pervasive force by electronically animating images of what is increasingly lacking in 21st century lives: nature, love, the senses, the life force.



//Material//

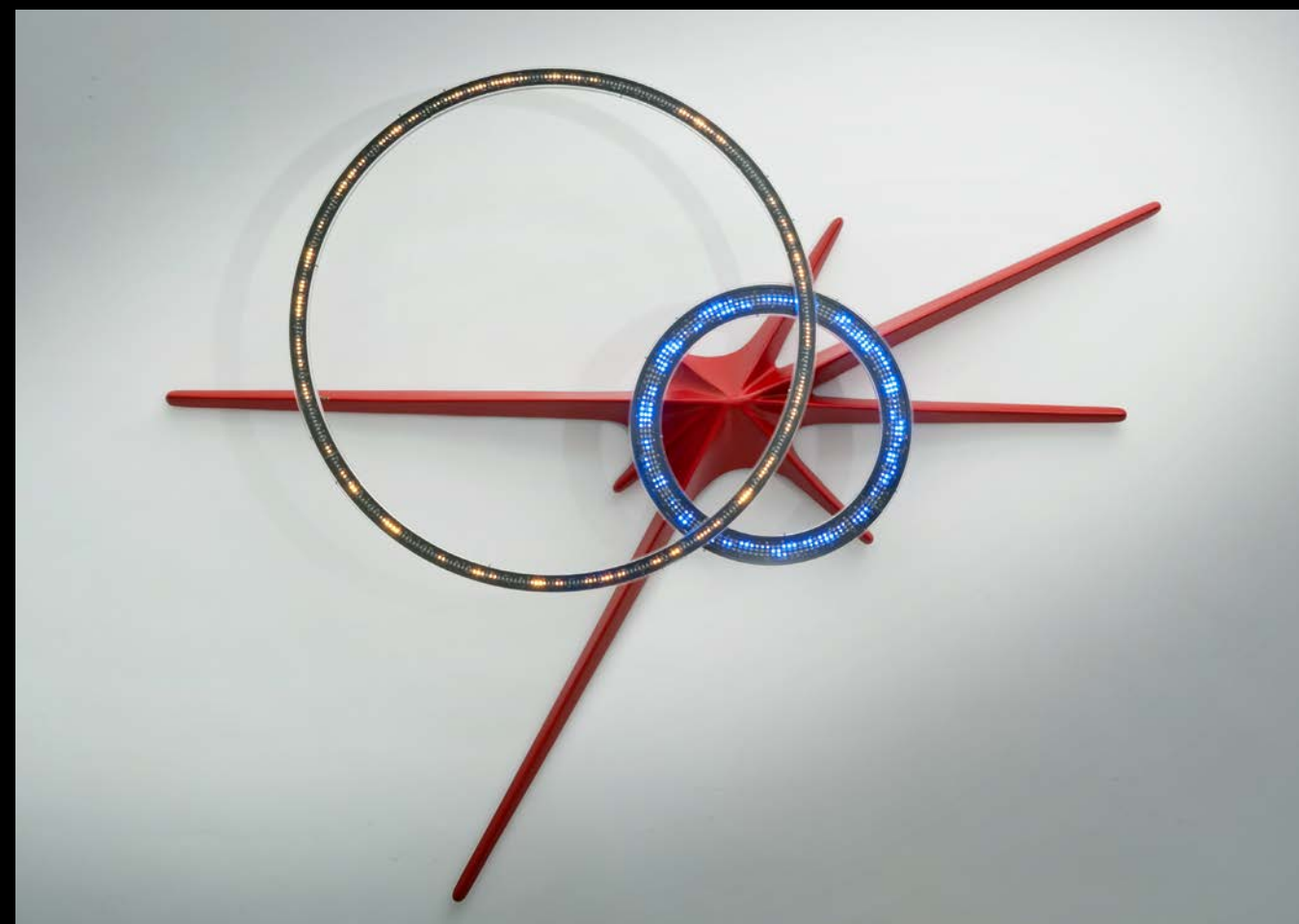
Aluminum, LED, PCB board, CPU, LED driver and power supply

//Dimension//

N: 1.7m (H) x 1.7m (W) x 0.25m (D)

//Ideal Viewing Distance//

3-4m



Architectural Series – Shades Dynamicism

2011

Edition 3 of 3

The move towards computer-aided design tools in architecture has enabled a wide development of organic forms in industrial design. The dynamic, elegant and imaginative structures built from organic forms push the envelope of contemporary city design and construction, and represent the futuristic aesthetics. The parametric structure of Shades Dynamicism, inspired by organic architectural theory and practice, showcases two circular LED elements controlled by weather conditions in international urban areas.

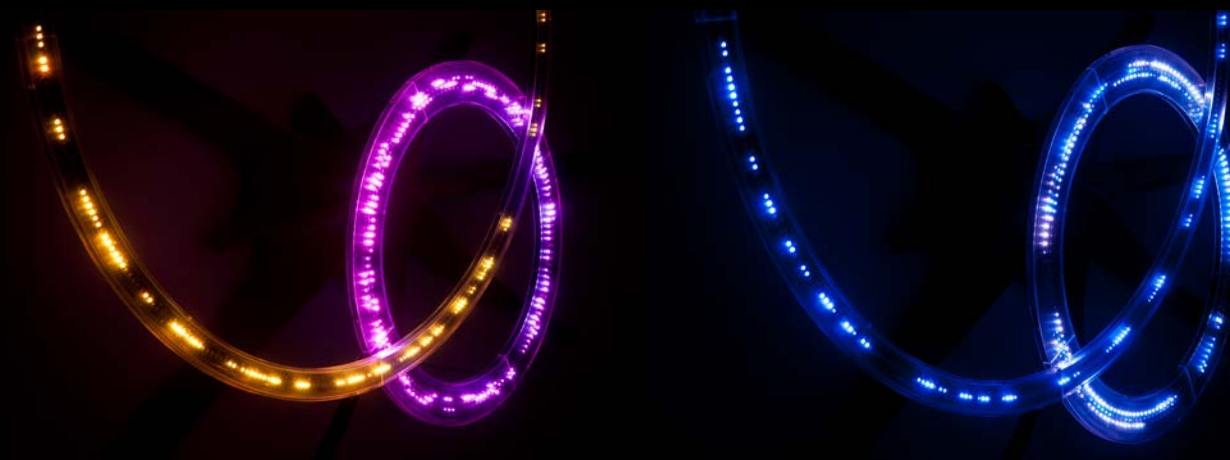
//Material//

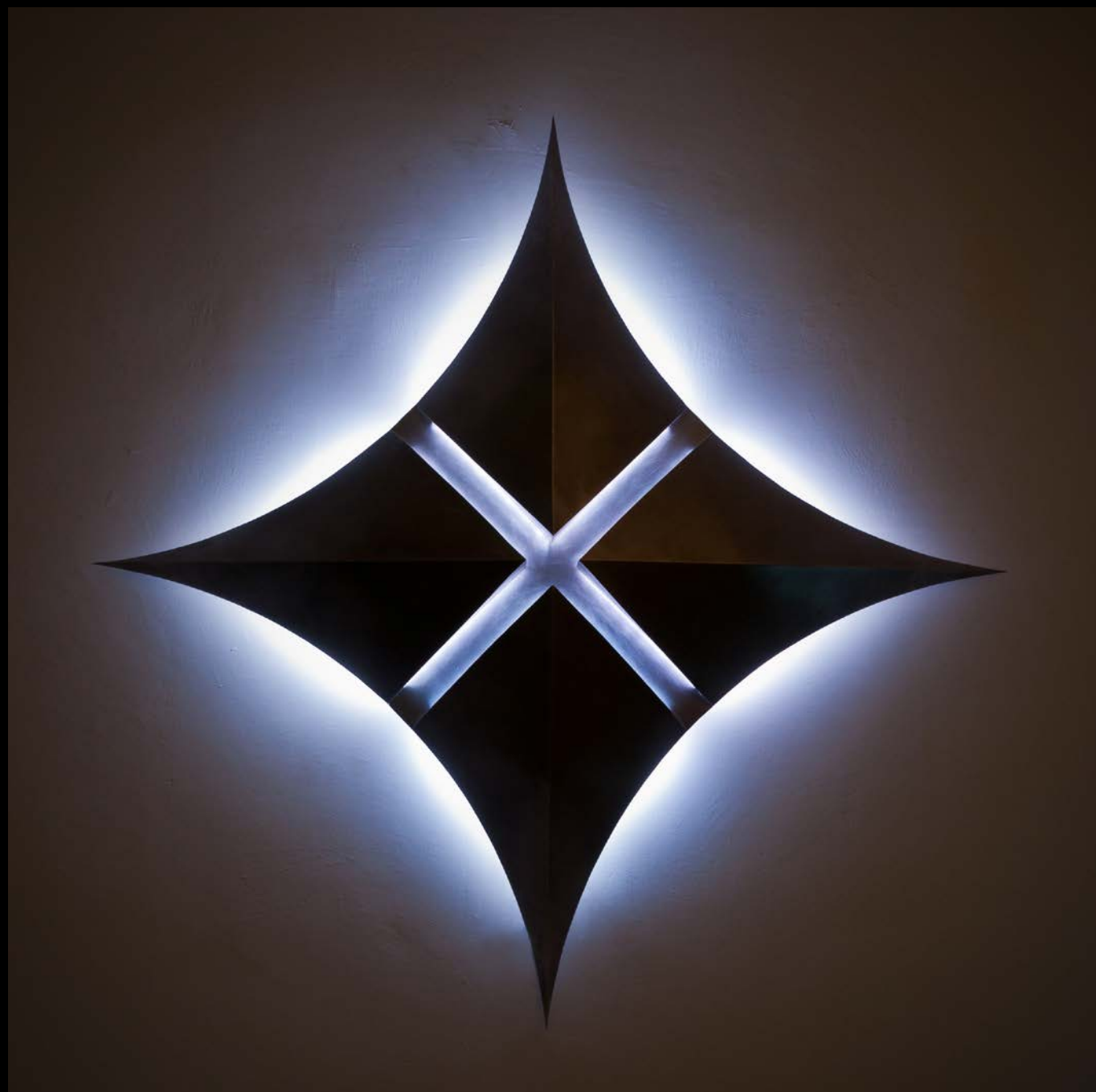
Fiber glass, aluminium, LED, PCB boards, electrical wire, CPU, LED driver and power supply

//Dimension//

Sculpture 1.6m (H) x 2.1m (W) x 0.26m (D)

Control Box 0.5m (H) x 0.45m (W) x 0.31m (D)





The Architectural Series - Alarm of Hue,

2011

Edition 2 of 3

Metal has been used as a building material since the Bronze Age. Modern technology has enabled architects to broaden their reach with computer-aided design techniques. Alarm of Hue is a symmetrical, digitally sculptured steel form with an indirect lighting LED system whose interactive state and appearance varies throughout the day based upon the specific times.

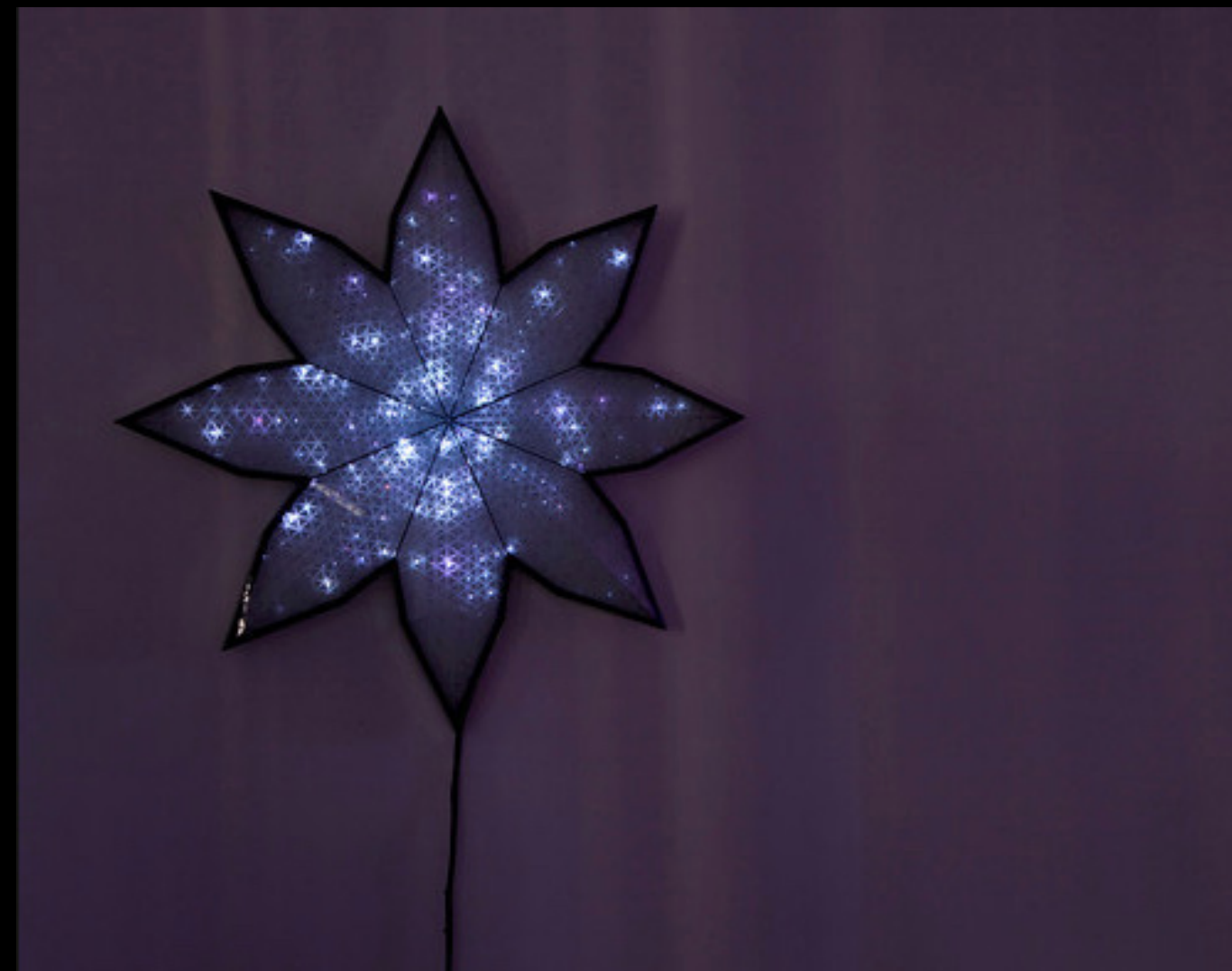
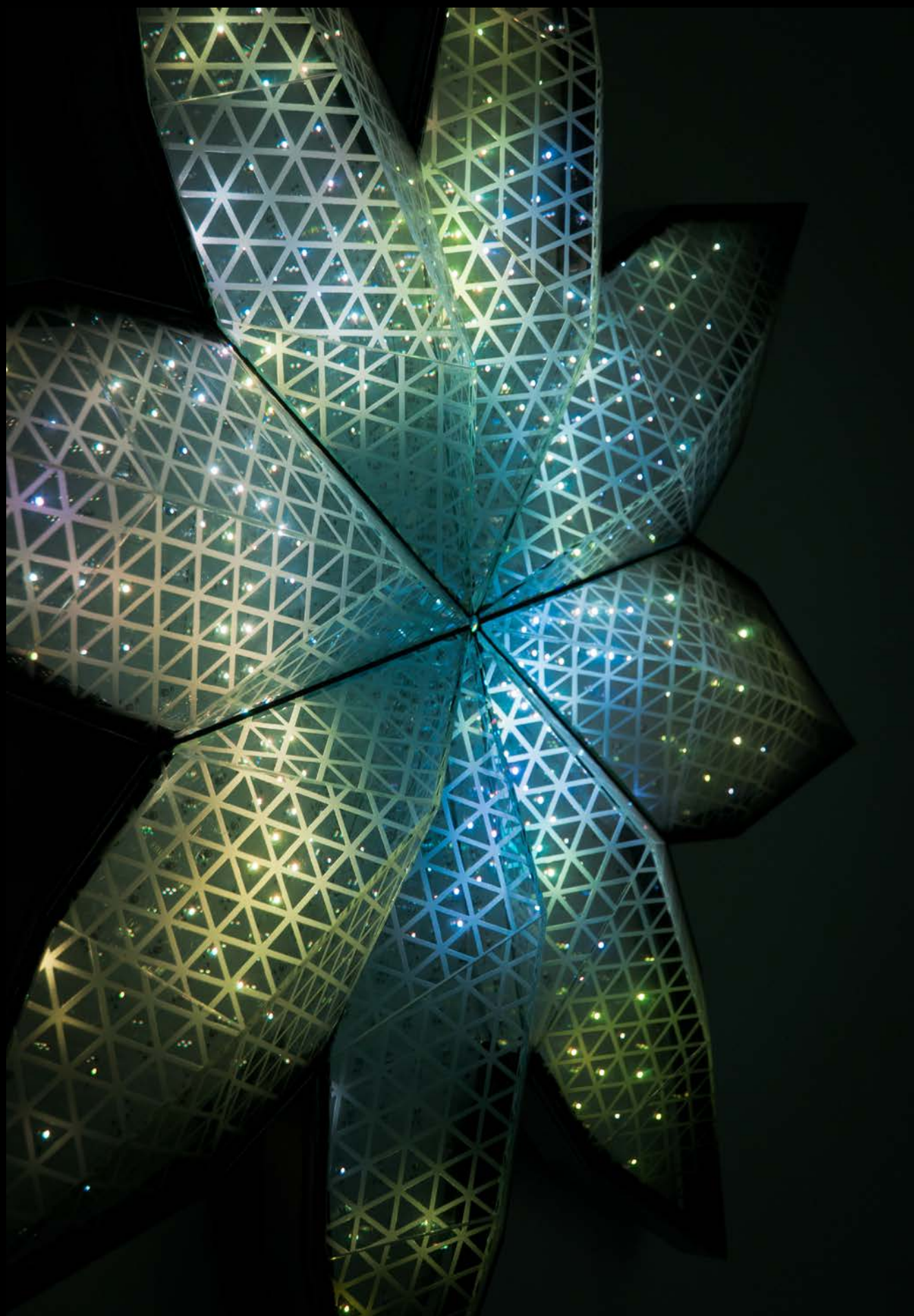


//Material//

Stainless steel, LED, PCB boards, electrical wire, CPU, LED driver and power supply

//Dimension//

1.4m (H) x 1.4m (W) x 0.2m (D)



The Architectural Series - Waking Life

2011

Edition 2 of 3

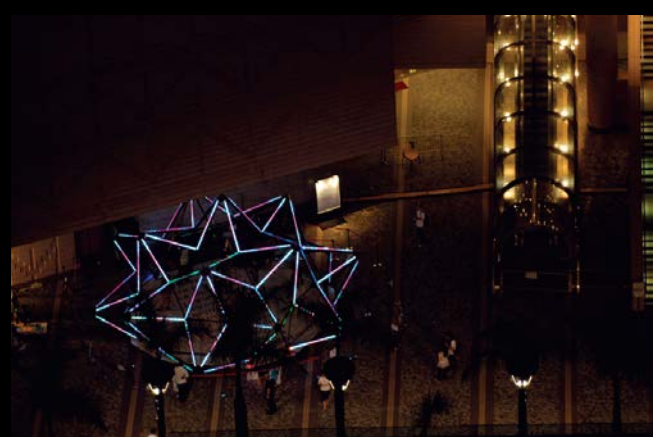
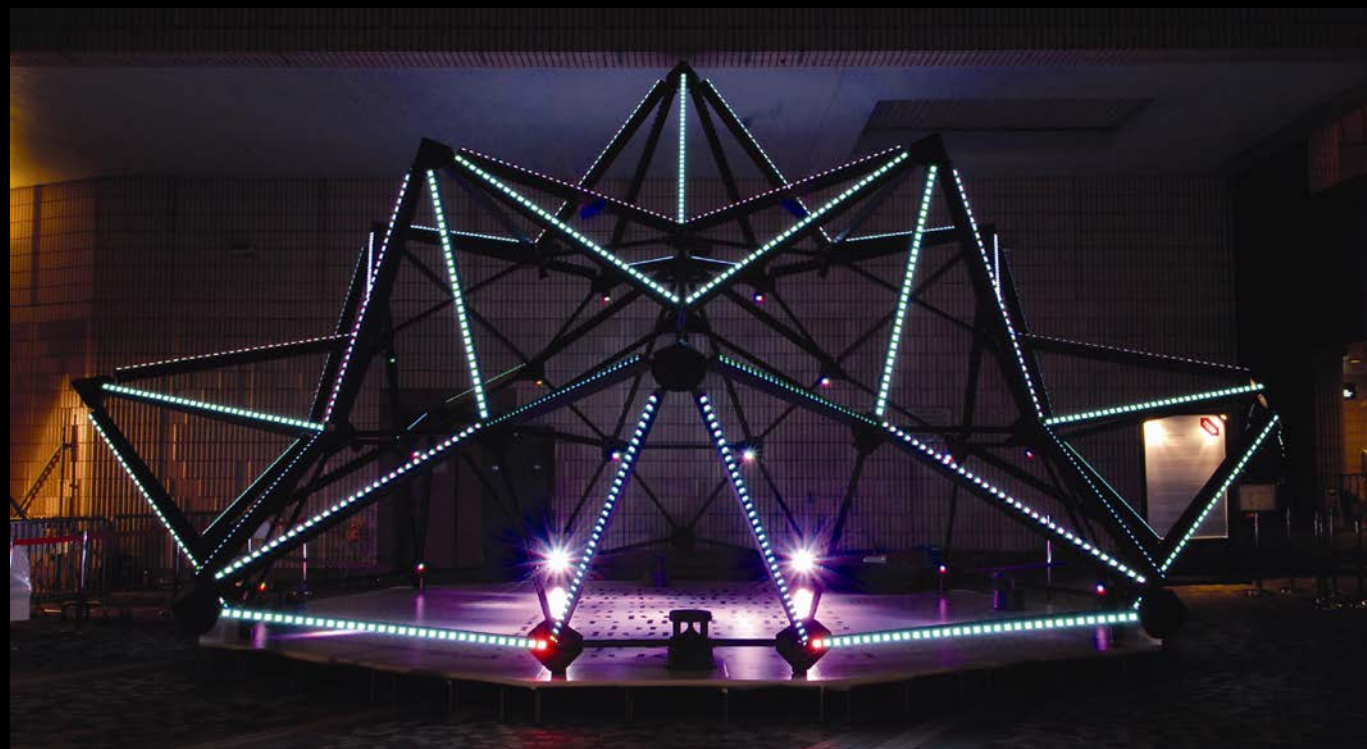
Diffusion materials have been widely used in architecture; the intricate use of etching and forms has been explored in Waking Life, through creating more mesmerizing effects with natural and artificial lights. This art piece is made with geometric volumetric glass construction that diffuse light with triangular etched patterns. A regenerative light sequence provides lively and energetic motion on the sculpture, representing an innate force of nature that proliferates into digital infinity.

//Material//

Stainless steel, glass, LED, PCB boards, electrical wire, CPU, LED driver and power supply

//Dimension//

1.1m (H) x 1.1m (W) x 0.15m (D)



Phaeodaria 2008

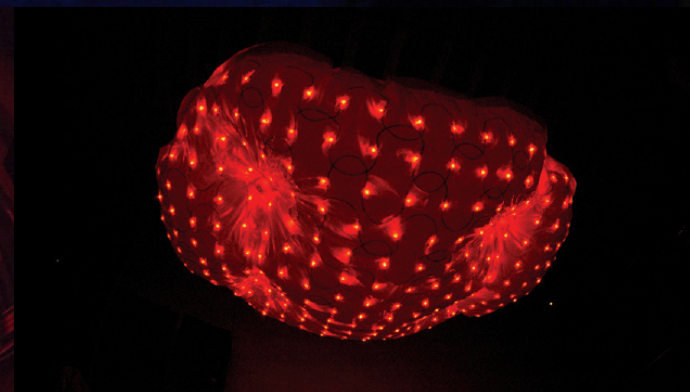
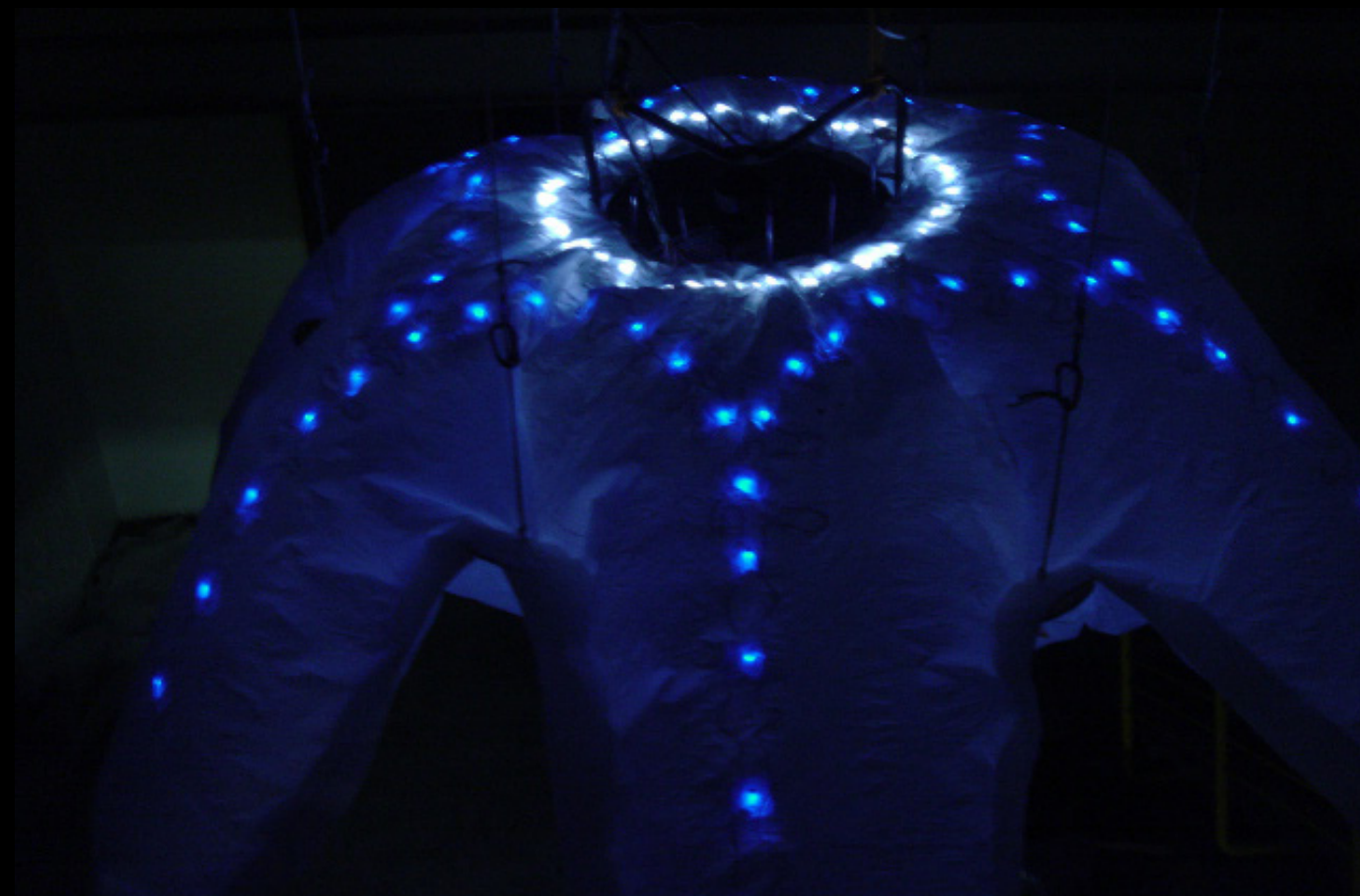
This marine-inspired, information based lighting installation Phaeodaria represents the underlying energy and information flowing through the heart of Hong Kong. The LEDs are programmed to react to the invisible frequencies and radiation that dominate our life in this information age: from GSM to Bluetooth, 3G to Wi-Fi signals. The installation act as an energy capsule that interplay LEDs with the wireless technology of Hong Kong.

//Material//

Aluminum, LED, PCB board, electronics, leather, strings and screws

//Dimension//

4.5m(H) x 12 m (W) x 9m (D)

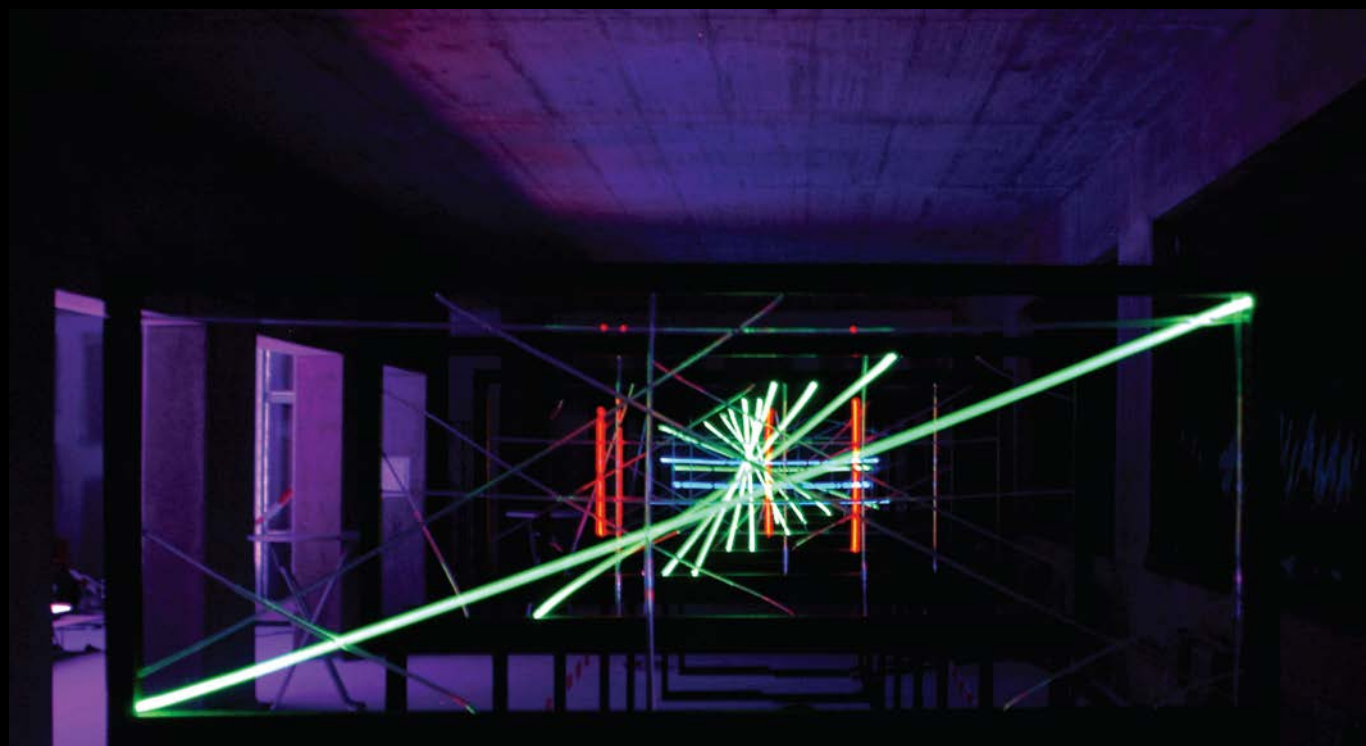


Ledusoid, 2004

A prototype LED and plastic inflatable prototype. In collaboration with inflatable artist Anakin Koeing, the ceiling piece represents individuality and probability of matter. The random and unpredictable movement of the mechanics was inspired by quantum physics. In a world full of different ideas, possibility and beliefs, there's a need to find our own identity and individuality, and within it, discover our responsibility.

//Material//

LED and inflatable



The Constant series - Overlap

2005

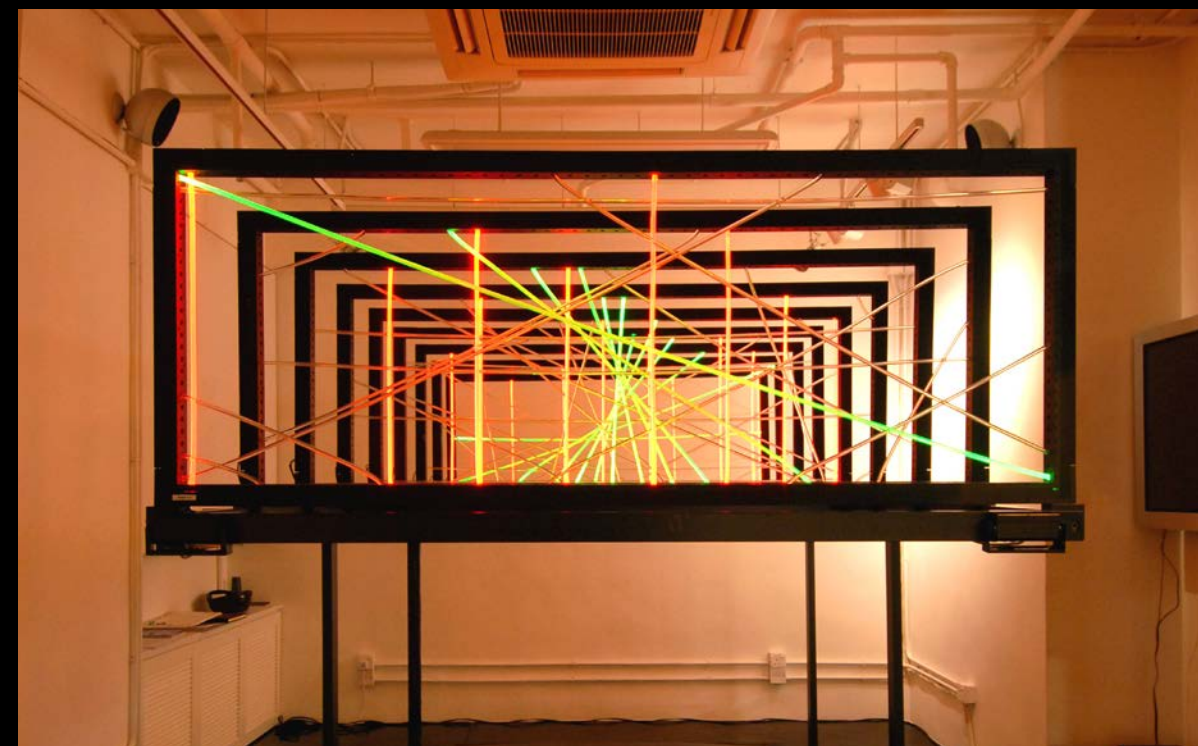
LEDs light through side emitting fiber optics. The light sequences in Overlap change based on the interaction of the viewers from 4 quadrants through motion sensors. A dialog between analog and digital entities.

//Material//

Fiber-optics, motion sensor and LED

//Dimension//

1.8m (H) x 1.5m (W) x 2.7m (D)





The Constant Series - Black or White, 2009

A light composition made of LED and side emitting fiber optics, Black or White is an installation that expresses stock data from the Hang Seng Index and the New York Stock Exchange in real time.

//Material//

Fiber-optics, aluminum, LED, electrical wire, CPU, LED driver and power supply

//Dimension//

2.7m (H) x 1.6m (W) x 0.4m (D)



The Constant Series Hourglass, 2009

A light composition using LED and side emitting fiber optics, the light sequences in Hourglass changes based on the interactions of the viewers with the internet clock.

//Material//

Fiber-optics, aluminum, LED, electrical wire, CPU, LED driver and power supply

//Dimension//

1.9m (H) x 0.8m (W) x 1.8m (D)



The Constant Series - Text Me 2009

A light composition with LED and side emitting fiber optics, the light sequences in Text Me change based on the interaction of the viewer with the SMS module creating a dialog between analog and digital.

//Material//

Fiber-optics, aluminum, LED, electrical wire, CPU, LED driver and power supply

//Dimension//

1.98m (H) x 0.75m (W) x 0.75m (D)



The Constant Series Theremin, 2009

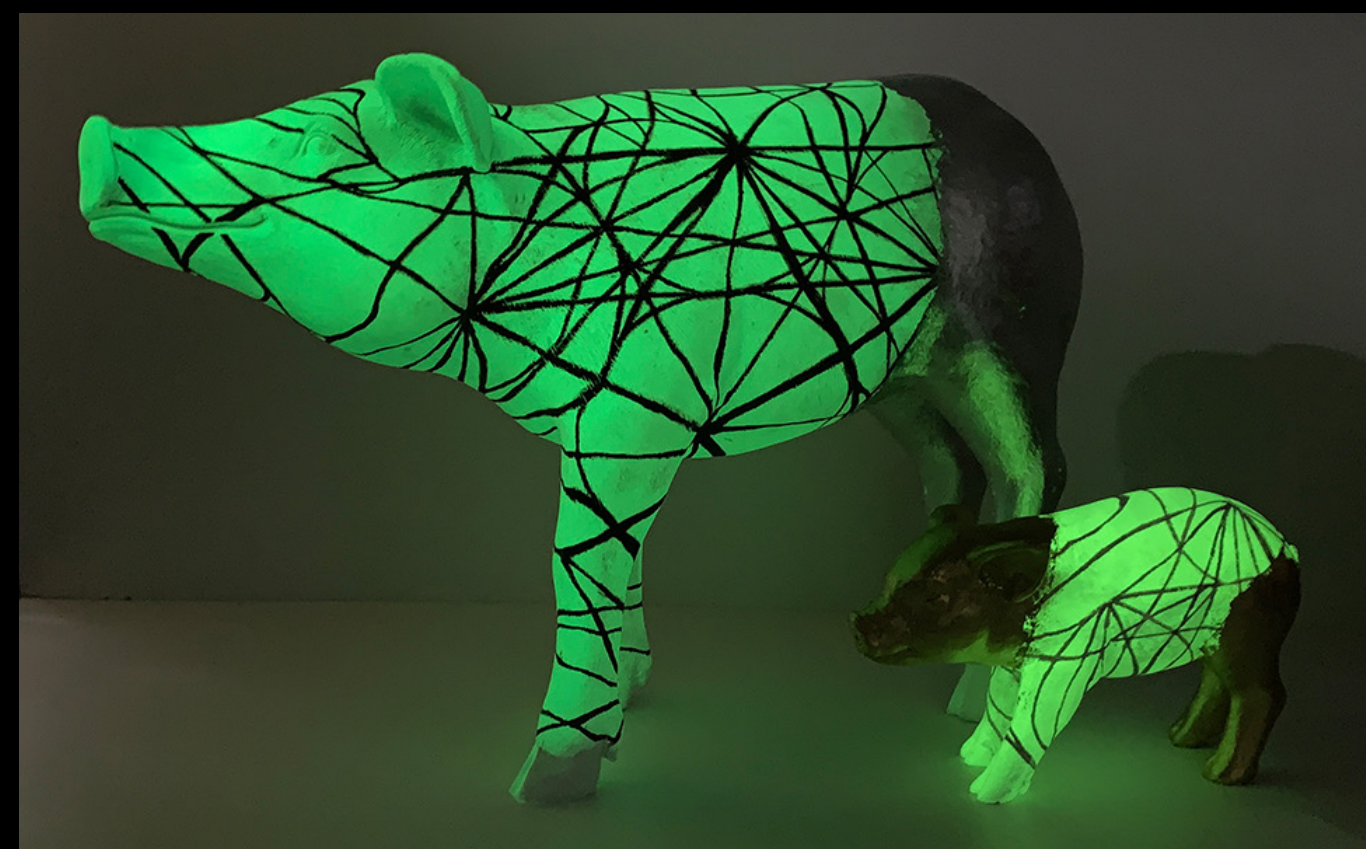
A light composition with LED and side emitting fiber optics simulating a virtual THEREMIN instruments. A dialog between analogue and digital entities.

//Material//

Fiber-optics, motion sensor and LED

//Dimension//

1.8m (H) x 1.42m (W) x 1.64m (D)



SACRED ENTITIES, HONG KONG 2019

Human activities of emission, consumption and global communication have negative effects on our world. Animals and plants have gone extinct and thousands of species are expected to follow in the coming decades. This is an irreversible adversity. But we share this planet; we, the animal, and all beings – all sacred.

//Edition//
1 edition

//Material//
Acrylic paint, gold and silver leaf

//Dimension//
972mm (L) x 628mm (H) x 400mm (D) & 394mm (L) x 348mm (H) x 177mm (D)

Commission Work



Westfield World Trade Center, New York

2016

Teddy Lo Studio (LEDARTIST) partnered up with ANC Sports and Lighthouse Technologies in designing and planning for the digital media infrastructure system for the Westfield World Trade Center in New York City. Teddy Lo was the design lead of the conceptual phase and after years of selection rounds, the team was awarded with the monumental project. The creative concept of the three dimensional sculptural LED video screens were inspired and aim to complement with the architecture Oculus by Santiago Calatrava. This project is the most amazing one as the creative challenges and level of expertise were unprecedented to the artist.



Westfield World Trade Center, New York
2016



Shanghai Tower Lighting Design, China 2015

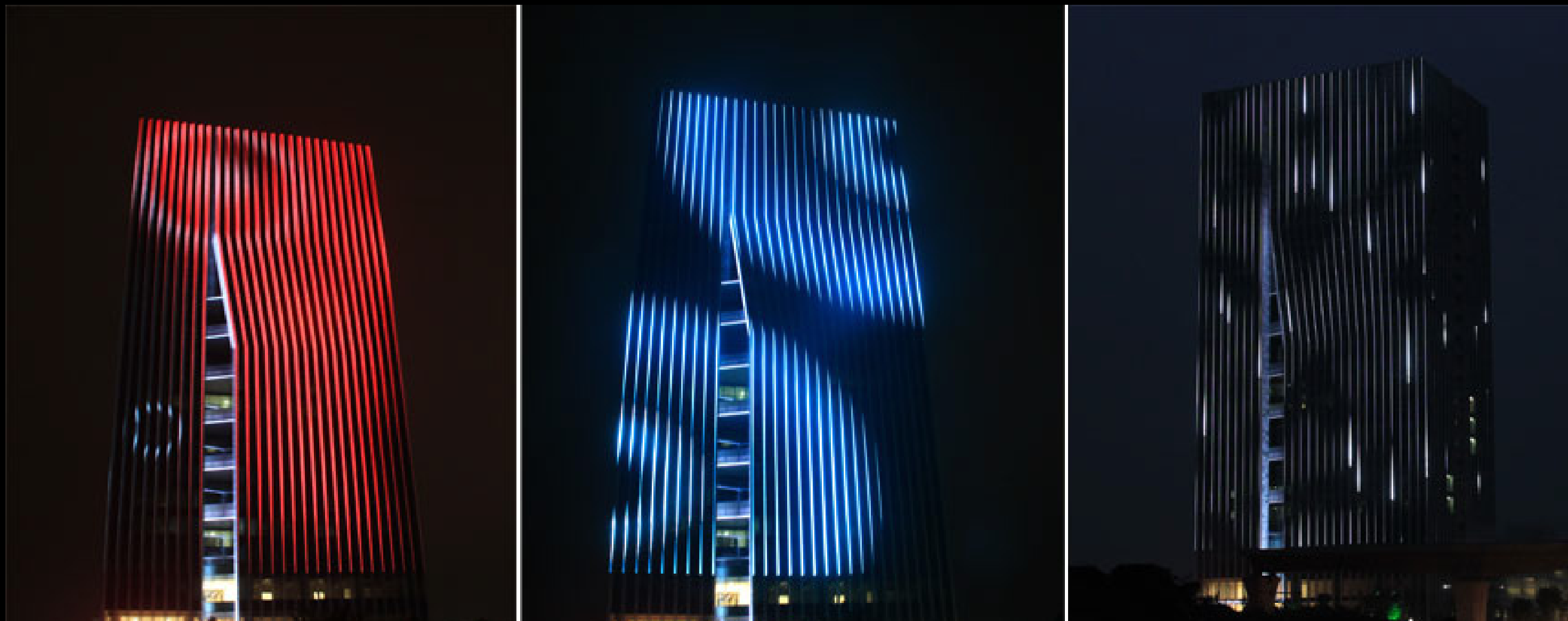
Teddy Lo was hired by lighting giant Osram/Traxon to design the lighting and media concept for the tallest building in China - The Shanghai Tower. This 632 meters building was designed by renowned architecture firm Gensler and located in Lujiazui, Pudong. Facade lighting design and interactive system with data visualisations concepts were selected by the project owner which marks our tremendous contributions to this iconic landmark in China.



Chaozhou City Lighting, China

2015

Chaozhou Government appointed Teddy Lo Studio to redesign the lighting scheme of the monumental structures in the city to full LED system. Our team performed the background research, regulations and feasibility studies, in addition to the overall lighting narrative and design strategy for the tourist destination.



Zhongkai Economic Zone Headquarters, Huizhou, China

2014

Huizhou Zhongkai High-tech Zone headquarters building is the phase-one project of the Zhongkai High-tech Zone headquarters economic zone. The building construction area is 24000 square meters, with 51000 square meters of the floor area and 105.9 meters height. This is the new landmark of Zhongkai high-tech zone. Teddy Lo Studio brings a new creative and environmentally ALL LED lighting design. The lighting schemes has the "water" as the theme, one of the highlights is the combine the LED lamp and vertical unique perforated aluminum channels, lamps hidden installation in order to maintain the integrity of original curtain wall.



Sino Land Festive Facade Lighting, Hong Kong 2011, 2013 & 2014

Teddy Lo Studio revolutionizes the city's festive lighting by partnering with Sino Land to introduce Asia's first mega-scale fully-animated LED façade festive lighting for the developer's TST Centre and Empire Centre. The distinguishing feature of this system is its capability of displaying animated graphics and millions of colours with sophisticated programming, bringing traditional Victoria Harbour festive lighting to life.



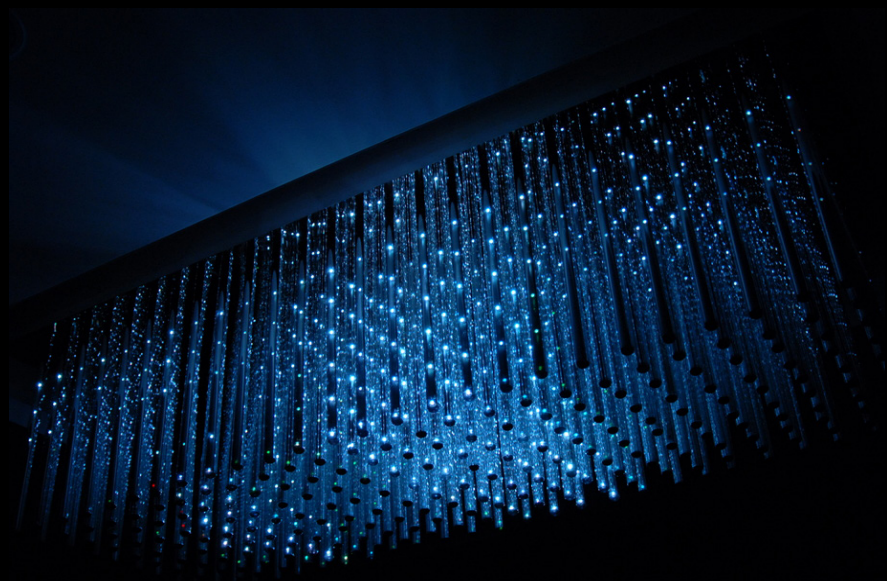
Burning Moon, Hong Kong 2012

Teddy Lo Studio presented "The Golden Moon" in partnership with LEAD architects at the "Lee Kum Kee Lantern Wonderland." The dome-shape structure was six story high, 18 metres in height, and 21 metres in diameter. The structure was covered with Traxon DotXL RGB fixtures and encompassed more than eleven thousand pixels. The inside of the structure allowed visitors to walk in and experience the design and lights up close.



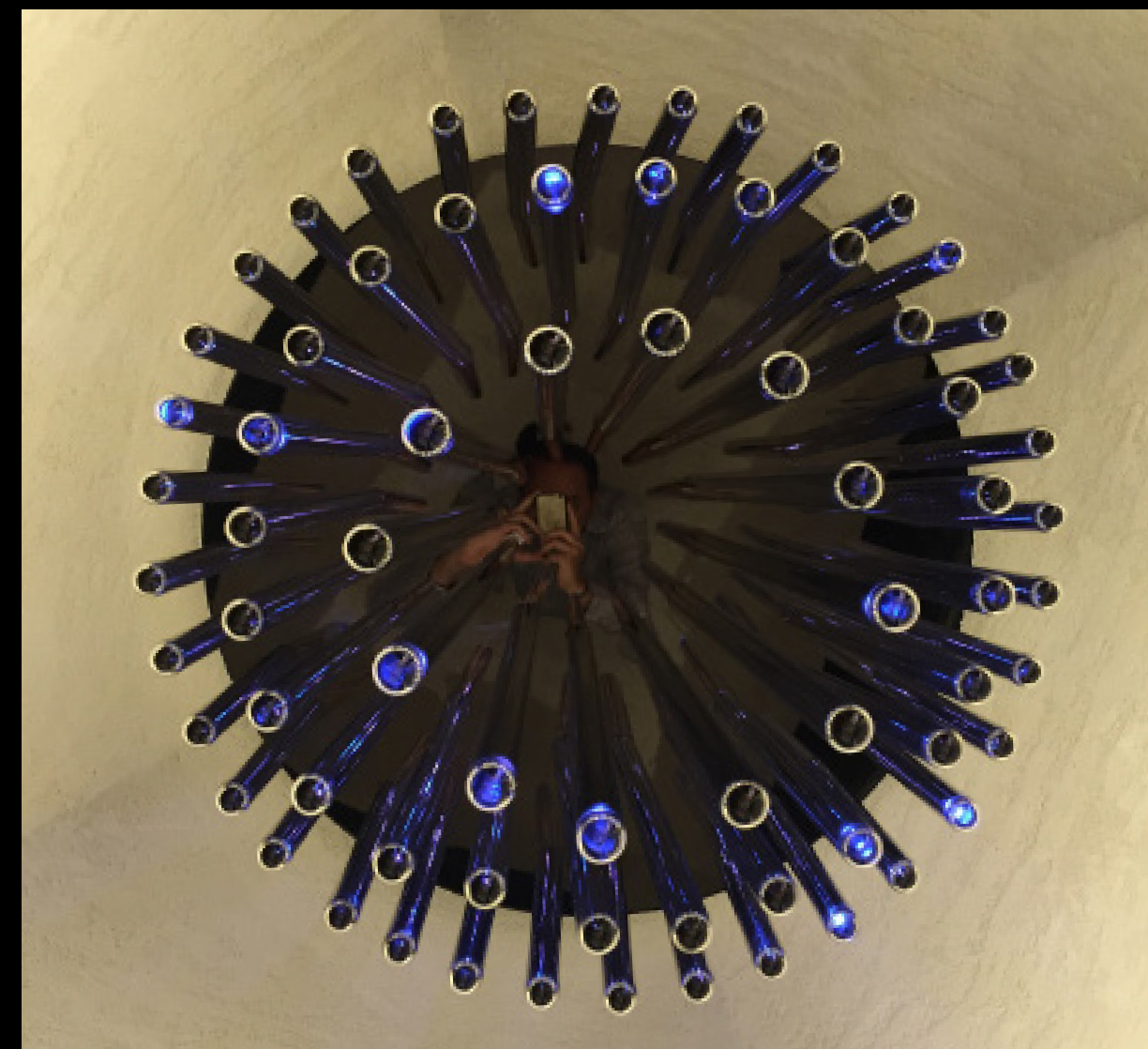
LKK Lantern Wonderland, Hong Kong 2011

In September 2011, Teddy Lo Studio provided lighting design for the world's largest lantern sculpture. The Hong Kong Tourism Board presented 'Lee Kum Kee Lantern Wonderland' at Victoria Park as a highlight of its Mid-Autumn Festival celebration. The center piece was a giant fish-shaped lantern, a concept by CL3, made of over 2,000 LED-lit Chinese lanterns. We were delighted to be in charge of designing all of the lighting, including a stunning three minute sound and light show. The lantern has set a Guinness World Record as the largest sculpture made by lanterns.



Hong Kong Science Park, Hong Kong 2013

An animated 3D volumetric LED chandelier commissioned by a LED manufacturing company to showcase various applications of LED. The chandelier is one of the key feature of their showroom inside their head office at Hong Kong Science Park. Teddy Lo Studio made the design, installation and animated effects for the chandelier which is in size of 1.6M (L) x 0.7M (W) x 0.66M (H) with 260 numbers of LED light strips.



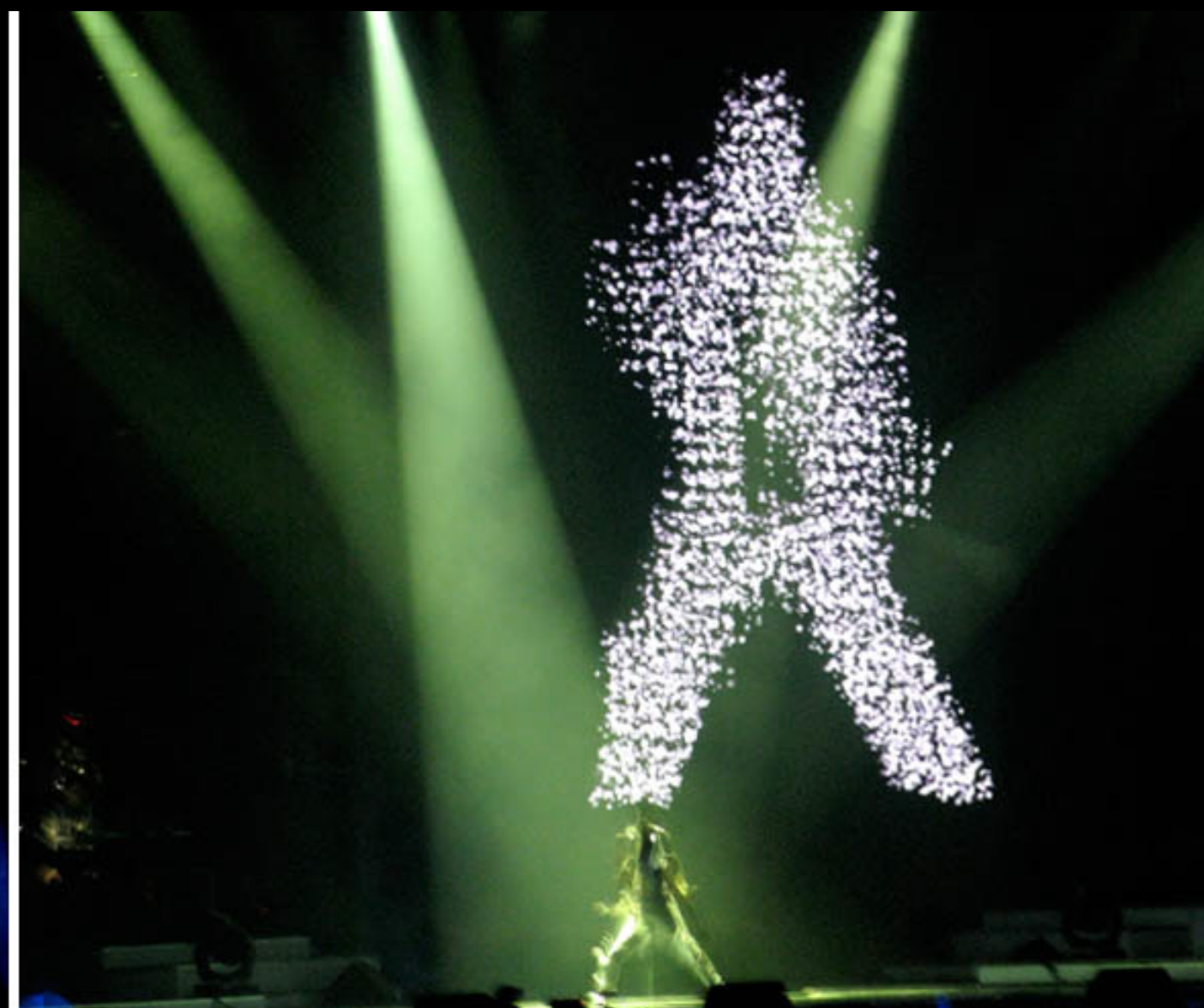
Private residence, Hong Kong

Inspired by the volumetric LED chandelier at Hong Kong Science Park, a cylindrical chandelier was tailored for a private residence environment.



Tong Yan San Tsuen, New World Development, Hong Kong 2013

An animated LED chandelier is installed at the clubhouse lobby of Yuen Long Tong Yan San Tsuen. LEDARTIST made the design, installation and animated effects for the chandelier which is in size of 3.8M (L) x 2.35 (W) with 336 numbers of LED light strips.



Leehom World Tour Concert, Taipei . Shanghai . Beijing 2012

Appointed by Sony BMG, an LED stage, motion graphics, and a live motion-interactive experience was designed for mega star Asian singer Leehom Wang's World-Tour Concert. In collaboration with UK-based United Visual Artists, the stage dressed with different resolution LED displays and complimented with custom designed motion graphics.



Omega Retail Store, Hong Kong 2011

Teddy Lo Studio was commissioned to provide motion graphics design and project management for installing the new LED for the retail shop of Omega in Central. This new media façade is able to display various patterns based on different occasions, which helps to strengthen its brand awareness.



Tibet Pavilion . Shanghai Expo, China 2010

Tibet Pavilion is located in China's Joint Provincial Pavilion of 2010 Shanghai Expo. The three-sided façade shows the stunning picture of Lhasa City's enchanting natural scenery as rooftop of the world. Teddy Lo Studio designed the façade lighting of the pavilion. The programmed LED lighting create the effect of daylight and night scene, which made the static façade to become a flowing picture.



HSBC Headquarter . Hong Kong 2010

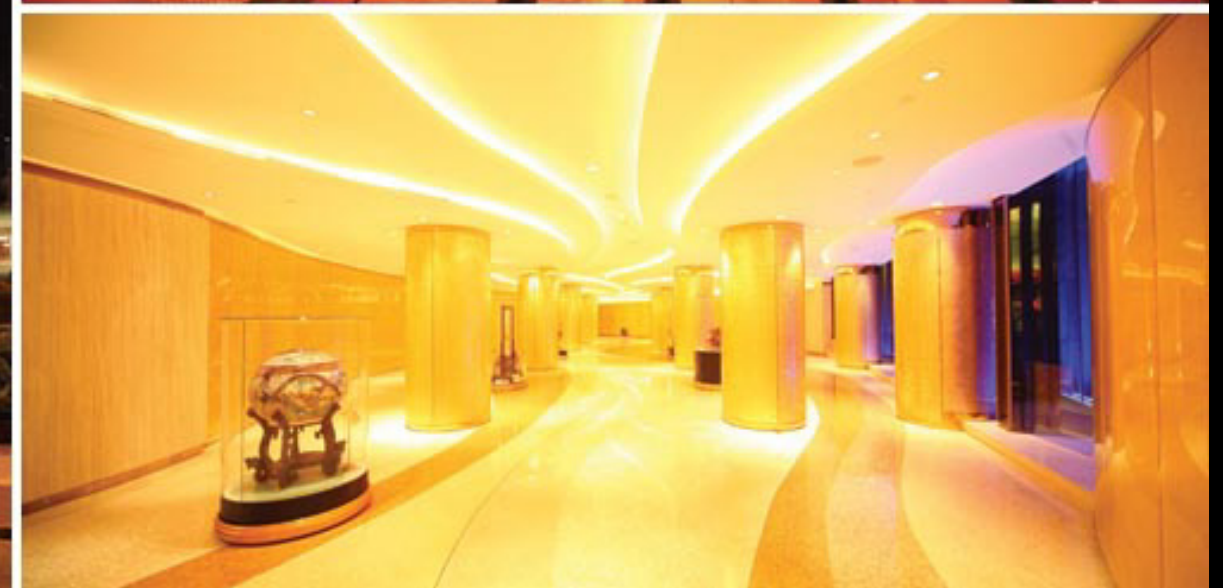
To celebrate the 10th anniversary of the implementation of Mandatory Provident Fund (MPF) system in Hong Kong, and to further strengthen the bank's leading position in MPF market, HSBC commissioned Teddy Lo Studio to design a branding experience with LED lighting on the façade of its Headquarters Building in Hong Kong. The lighting design integrated iconic elements of the corporate brand with an LED media façade, showing key visuals and messages of the campaign.



The Stage - Architecture Biennale, Shenzhen 2009

'The Stage', a bamboo construction designed by actor Daniel Wu and architect Edward Huang, with lighting installation designed by LEDARTIST's Chief Vision Officer Teddy Lo, was exhibited in 2009 HK & SZ Bi-City Biennale of Urbanism Architecture.

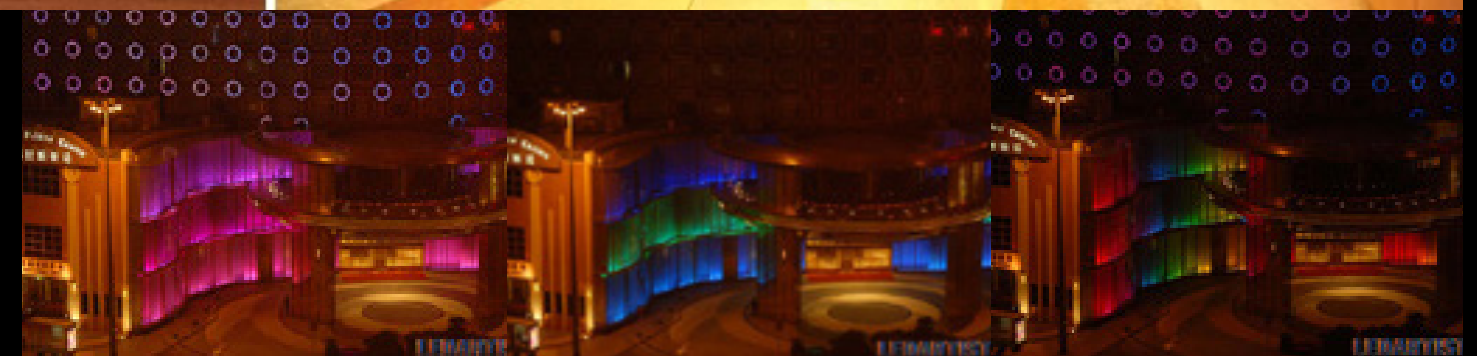




Hotel Lisboa . Macau

2009

Teddy Lo Studio designed the lighting for the hotel's new façade, landscape, and interior based on its new architectural design. It features a façade lighting system which consists of a sophisticated alignment of LED fixtures and interactive programming that synchronized the lights with music input. The programming mimics the colour of gold with various types of metal meshes to create a shimmering multimedia lighting show.



For more info:

Teddy Lo

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